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20. ABSTRACT (Continue on reverse side if necessary and identify by block number) The documentation provides a brief general description of the Analysis of Force Potential System and detailed descriptions of all the modules and submodules of the system. Input data, runstream generators, runstreams, source programs, and system output are all described, usually with examples.		

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OPERATOR'S AND PROGRAMER'S GUIDE TO THE ANALYSIS OF FORCE POTENTIAL SYSTEM (AFPSYS)

NOVEMBER 1984



PREPARED BY
US ARMY CONCEPTS ANALYSIS AGENCY
8120 WOODMONT AVENUE
BETHESDA, MARYLAND 20814-2797

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Director
US Army Concepts Analysis Agency
ATTN: CSCA-RQ
8120 Woodmont Avenue
Bethesda, MD 20814-2797

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(AFPSYS)**

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REPLY TO
ATTENTION OF:

DEPARTMENT OF THE ARMY
US ARMY CONCEPTS ANALYSIS AGENCY
3120 WOODMONT AVENUE
BETHESDA, MARYLAND 20814-2797

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27 NOV 1984

MEMORANDUM FOR RECORD

SUBJECT: Analysis of Force Potential (AFP)

1. In October 1983 CAA initiated a major developmental effort to provide new static measures of the combat potentials of equipment and major organizations. The resulting AFP System is central to a new method for Measuring Improved Capabilities of Army Forces (MICAF).
2. This guide provides a detailed description of the AFP System and its components.

E. B. Vandiver III

E. B. VANDIVER III
Director

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ANALYSIS OF FORCE POTENTIAL SYSTEM (AFPSYS)

STUDY
SUMMARY
CAA-D-84-14

THE REASON FOR PERFORMING THE STUDY is primarily widespread dissatisfaction with previous combat potential estimation methods that do not give enough attention to influences noted below in the study objectives.

THE PRINCIPAL FINDINGS during AFP System development and implementation and as evidenced by illustrative examples in the Operator's and Programmer's Guide to the AFP System and by the parallel MICAF Study application are:

- (1) All modules, submodules, and special processors of the AFP System for estimating the static combat potential of equipment and organizations have been tested and perform as designed.
- (2) AFP estimates of static combat potentials depend on input to the AFP System and are sensitive to opposing sides' weapon characteristics, weapon quantities, type-on-type engagement preferences, environmental conditions, and combat support and combat service support levels.
- (3) Full application of the AFP System is labor, data, and computer intensive.

THE MAIN ASSUMPTIONS for purposes of estimating static combat potentials:

- (1) The large-scale battlefield may be decomposed into separate firepower-counterfirepower, combat support, and combat service support processes. These processes may be analyzed largely independently. Their separate results may be combined afterward to yield estimates of combat potentials.
- (2) Total division firepower-counterfirepower processes may be decomposed into pure weapon type on pure weapon type engagements. The engagements may be further decomposed into still smaller matchups in which at least one weapon opposes one or more weapons. Only indirect, area fire weapons may impinge on the interaction of otherwise pure type-on-type "duels." The usual techniques of dynamic modeling and simulation need not be applied except to the independent duels of relatively short duration.
- (3) Movement and maneuver need not be represented within the firepower-counterfirepower process. Tactical mobility may be treated adequately within the combat support and combat service support processes. Duels are distributed to fixed ranges.

THE PRINCIPAL LIMITATIONS

- (1) Like all static indicators, AFP combat potentials may be inappropriate bases for estimating prolonged, fluid combat.

(2) Because AFP combat potentials depend on weighted averages for 16 distinct combat environments, the potentials may not be useful estimators for differently weighted or different environments. For example, interest in just one of the combat environments implies a vastly different weighting: just one 1.0 and 15 0.0's.

(3) AFP combat potentials are estimates of achievement for the very special circumstance in which one's own weapons are 50 percent attrited. (This is why AFP combat potentials are often called "half-life potentials.") In general, the potentials do not correspond to any one common moment in projected real time because different weapon types do not reach 50 percent survival at the same instant.

(4) In its current implementation, the AFP System does not represent suppression nor the effects of echelons above division (other than some nondivisional artillery and some fixed wing aircraft).

THE SCOPE OF THE STUDY included development and implementation of the AFP System and parallel support of the MICAF Study. The Operator's and Programmer's Guide to the AFP System provides a wealth of information needed in maintaining and applying the AFP System. Some applications of the AFP System have been made in support of other studies. In particular, the MICAF I and II Studies depended heavily on AFP, and AFP "results" may be found in the MICAF I and II reports.

THE STUDY OBJECTIVES are to develop and demonstrate (via the parallel MICAF application study) a new method for estimating the static combat potential of equipment and organizations. That method is to depend more directly on quantitative data, full division inventories of opposing equipment, combat support, combat service support, and wider range of combat environments than in previous approaches.

THE BASIC APPROACH of AFP is to begin with a highly stylized abstraction of the battlefield, decompose the battlefield into separate processes, provide extensive input data to drive those processes, and then operate a system of specially developed computer programs which replicate estimates of kills and losses for 16 different combat environments, project those estimates to half-lives, modify the estimates in accord with support levels, and roll up everything into final estimates of combat potential.

THE STUDY SPONSOR is the Director, CAA.

THE STUDY EFFORT was directed by Mr. Gerald E. Cooper, Strategy, Concepts and Plans Directorate. All directorates contributed.

COMMENTS AND QUESTIONS may be directed to US Army Concepts Analysis Agency, ATTN: Assistant Director for Requirements and Resources, 8120 Woodmont Avenue, Bethesda, MD 20814-2797

Tear-out copies of this synopsis are at back cover.

CONTENTS

SECTION		Page
I	INTRODUCTION	1
II	SCOPE	1
III	VIEWPOINT	2
IV	AFP IN GENERAL	2
V	ORGANIZATION OF GUIDE	15
APPENDIX		
A	Study Contributors	A-1
B	The AFP System	B-1
C	Key to AFP Preprocessor Descriptions	C-1
D	AFP Firepower and Counterfirepower Module	D-1
E	The AFP Combat Support/Combat Service Support (CS/CSS) and Its Preprocessors	E-1
F	The AFP CET/CS/CSS Merge Module	F-1
G	The AFP Rollup and Stats Module	G-1
H	The AFP Division Compare Reporter	H-1
I	The AFP Interpolation Module	I-1
J	Key to AFP Output Reports	J-1
K	Key to AFP Runstream Generators	K-1
L	Distribution	L-1
GLOSSARY		Glossary-1

ONE PAGE SUMMARY (Tear-out copies)

FIGURES

FIGURE		Page
1	The Analysis of Force Potential (AFP) System in Outline	3
2	Major Steps in the AFP Combat Module	5
3	Major Steps in the AFP Combat Support/Combat Service Support (CS/CSS) and its Preprocessors	6
4	Symbolic Representation of AFP Merge (CET with CS/CSS) and Rollup (Over 16 Combat Environments) Process	8
5	Characteristics of the 16 AFP Combat Environments	10
6	Indices -- "Do's and Don'ts"	12
7	Key to Descriptions of Principal Data, Modules, Other Components, and Products of the Analysis of Force Potential (AFP) System	16
B-1	A Simplified View of the Analysis of Force Potential (AFP) System and Its Relation to Customers, Data, and Products	B-1
B-2	The Relation Among Principal Data, Modules, Other Components, and Products of the Analysis of Force Potential (AFP) System	B-2
B-3	Identifiers of the Principal Type Records (and their contents) for Partial and Final Combat Potential Output of the AFP System	B-7
B-4	Points Within the AFP System at Which Final Combat Potentials Are Produced	B-8
B-5	Example Extract Records from Sample File of Final Combat Potentials Produced by the AFP System	B-9
B-6	Point Within the AFP System at Which Partial Combat Potentials Are Produced	B-11
B-7	Example Extract Records from Sample File of Partial Combat Potentials Produced by the AFP System	B-11
C-1	The Relation Among Principal Data, Modules, Other Components, and Products of the Analysis of Force Potential (AFP) System	C-2
D-1	The Relation of the AFP Firepower and Counterfirepower Module and its Pre- and Postprocessors to the AFP System in General	D-2
D-2	AFP Standard Ranges of Engagement	D-7
D-3	A Task and File Oriented View of Preparation of Input to the AFP Firepower and Counterfirepower Module	D-29
D-4a	Sample Extract from Weapon-by-Weapon Type Section of AFP Weapon Allocation Report	D-37

FIGURE

Page

D-4b	Sample Extract from Category-by-Category Section of AFP Weapon Allocation Report	D-38
D-5a	Sample Extract from Weapon-by-Weapon Type Section of AFP Weapon Killer/Victim Scoreboard Report	D-42
D-5b	Sample Extract from Category-by-Category Section of AFP Weapon Killer/Victim Scoreboard Report	F-45
D-6	Example of an AFP System QAREP Report of Combat Module Input and Results for a Single Direct- fire-type on Direct-fire-type Pairing	D-47
D-7	SGS Statements Example	D-59
D-8	SSG Skeleton	D-63
D-9	Runstream to Execute SSG	D-68
D-10	SSG Example 1	D-69
D-11	SSG Example 2	D-83
D-12	Schematic Representation of Relation Among AFP Input/Output Files and the Combat Module Routines that Create or Use Files	D-94
D-13	Principal Subroutines of the Weapon Allocation and Attrition Processes within the Main Program of the AFP Combat Module	D-96
D-14	Logical Nesting Structure of the Main Program of The AFP Combat Module	D-97
D-15	Expanded View of the Logical Nesting (and Looping) Structure of the Main Program of the AFP Combat Module	D-98
D-16	Listing of FORTRAN Procs Identifying Common Blocks, Variables, Arrays, and Parameters of the Main Program of the AFP Combat Module	D-100
D-17	Source Listing of the Main Routine of the Main Program of the AFP Combat Module	D-110
D-18	Source Listing of the CNFALC Subroutine of the Main Program of the AFP Combat Module	D-116
D-19	Source Listing of the CNFLC1 Subroutine of the Main Program of the AFP Combat Module	D-119
D-20	Source Listing of the CNFTMS Subroutine of the Main Program of the AFP Combat Module	D-121
D-21	Source Listing of the DETECT Subroutine of the Main Program of the AFP Combat Module	D-125
D-22	Source Listing of the DIRIO Subroutine of the Main Program of the AFP Combat Module	D-127
D-23	Source Listing of the DIRKLS Subroutine of the Main Program of the AFP Combat Module	D-128
D-24	Source Listing of the EXTASG Subroutine of the Main Program of the AFP Combat Module	D-133
D-25	Source Listing of the EXTKLS Subroutine of the Main Program of the AFP Combat Module	D-135
D-26	Source Listing of the FIMSLU Subroutine of the Main Program of the AFP Combat Module	D-140

FIGURE

Page

D-27	Source Listing of the FRCALC Subroutine of the Main Program of the AFP Combat Module	D-141
D-28	Source Listing of the F2FRT Element of the Main Program of the AFP Combat Module	D-144
D-29	Source Listing of the IMAGES Subroutine of the Main Program of the AFP Combat Module	D-145
D-30	Source Listing of the INPUT Subroutine of the Main Program of the AFP Combat Module	D-147
D-31	Source Listing of the OPTICS Subroutine of the Main Program of the AFP Combat Module	D-151
D-32	Source Listing of the OUTPUT Subroutine of the Main Program of the AFP Combat Module	D-153
D-33	Source Listing of the STPREP Subroutine of the Main Program of the AFP Combat Module	D-154
D-34	Source Listing of the THERMO Subroutine of the Main Program of the AFP Combat Module	D-155
D-35	Source Listing of the GETPKS Subroutine of the Main Program of the AFP Combat Module	D-156
D-36	Source Listing of the ZERO Subroutine of the Main Program of the AFP Combat Module	D-157
D-37	Source Listing of the IZERP Subroutine of the Main Program of the AFP Combat Module	D-157
D-38	Source Listing of the ALLZ Subroutine of the Main Program of the AFP Combat Module	D-158
D-39	Source Listing of the IALLZ Subroutine of the Main Program of the AFP Combat Module	D-158
D-40	Listing of the MAP Element for Collection of the Program Elements of the Main Program of the AFP Combat Module	D-159
D-I-1	BASEDATA Element Generation	D-I-2
D-I-2	ADDITIONALS	D-I-9
D-I-3	Labeled Inventory Format	D-I-12
D-I-4	Force Multiplication Factors	D-I-14
D-I-5	Labeled External Loss Element	D-I-15
D-I-6	Labeled Near-Far Element	D-I-17
D-I-7	Labeled Indirect Shooter Range Distribution Element	D-I-19
D-I-8	Labeled Refire Element	D-I-20
D-I-9	Labeled Signature Sought Element	D-I-21
D-I-10	Labeled Sensing Size Element	D-I-24
D-I-11	Open and Defilade Conditions	D-I-26
D-I-12	Labeled Signature Emitted Element	D-I-27
D-I-13	Labeled Sensor Attenuation Element	D-I-29
D-I-14	Labeled Sensor Magnification Element	D-I-30
D-I-15	Labeled Participation Element	D-I-31
D-I-16	Combat Module Format BASEDATA	D-I-33
D-I-17	Combat Module Format BASEDATA Conversion Runstream	D-I-39

FIGURE

Page

D-I-18	Labeled Inventory to Combat Module Format Conversion Program	D-I-51
D-I-19	Labeled External Loss to Combat Module Format Conversion Program	D-I-52
D-I-20	Labeled Near-Far Ranges to Combat Module Format Conversion Program	D-I-52
D-I-21	Labeled Artillery Range Distribution to Combat Module Format Conversion Program	D-I-53
D-I-22	Labeled Refire to Combat Module Format Conversion Program	D-I-54
D-I-23	Labeled Signature Sought to Combat Module Format Conversion Program	D-I-54
D-I-24	Labeled Sensing Size to Combat Module Format Conversion Program	D-I-55
D-I-25	Labeled Signature Emitted to Combat Module Format Conversion Program	D-I-56
D-I-26	Labeled Sensor Attenuation to Combat Module Format Conversion Program	D-I-57
D-I-27	Labeled Sensor Magnification to Combat Module Format Conversion Program	D-I-59
D-I-28	Labeled Participation to Combat Module Format Conversion Program	D-I-60
D-II-1	Category versus Category Preferences	D-II-2
D-II-2	Labeled Blue Preferences	D-II-3
D-II-3	Combat Model Format Preference	D-II-4
D-II-4	Preference Generation I/O Flow	D-II-5
D-II-5	Convert Category to Type Preference	D-II-5
D-II-6	Convert Combat Module Format to Labeled Format	D-II-6
D-II-7	Convert Labeled Blue Preferences	D-II-6
D-II-8	Convert Labeled Red Preferences	D-II-7
D-II-9	Convert Labeled Blue and Red Preferences	D-II-8
D-II-10	H7AFP.CAT-PREF I/O Flow	D-II-9
D-II-11	H7AFP.CAT-PREF Flowchart	D-II-10
D-II-12	H7AFP.H-PREF-BLUE I/O Flow	D-II-13
D-II-13	H7AFP.H-PREF-RED I/O Flow	D-II-13
D-II-14	H7AFP.H-PREF-BLUE Flowchart	D-II-14
D-II-15	H7AFP.H-PREF-RED Flowchart	D-II-15
D-II-16	H7AFP.M-PREF I/O Flow	D-II-16
D-II-17	H7AFP.M-PREF Flowchart	D-II-17
D-III-1	Range Distribution Generation	D-III-3
D-III-2	Labeled Range Distribution (Percent of Conflicts)	D-III-5
D-III-3	Combat Module Format Range Distribution	D-III-6
D-III-4	Convert Labeled Range Distribution to Combat Module Format	D-III-8
D-III-5	Convert Labeled Range Distribution to Combat Module Format, I/O Flow	D-III-9

FIGURE

Page

D-III-6	Convert Combat Module Range Distribution to Labeled Format	D-III-9
D-III-7	Convert Combat Module Range Distribution to Labeled Format, I/O Flow	D-III-9
D-III-8	Flow Diagram for the Program to Convert Labeled Range Distribution to Combat Module Format	D-III-10
D-III-9	Flow Diagram for the Program to Convert Combat Module Format	D-III-12
D-IV-1	Labeled PCAS, Target, and Shooter Types	D-IV-1
D-IV-2	Labeled PCAS, Side 1 Categories	D-IV-2
D-IV-3	Labeled PCAS, Side 2 Categories	D-IV-3
D-IV-4	Labeled PCAS, Side 1, Type 1 Versus Side 2, Types 1-60	D-IV-4
D-IV-5	Combat Module Format PCAS	D-IV-6
D-IV-6	PCAS Runstream to Convert Labeled to Combat Module Format	D-IV-7
D-IV-7	PCAS Runstream to Convert Combat Module Format to Labeled	D-IV-7
D-IV-8	H7AFP.M-PCAS I/O Flow	D-IV-8
D-IV-9	H7AFP.M-PCAS Flowchart	D-IV-9
D-IV-10	H7AFP.H-PCAS I/O Flow	D-IV-10
D-IV-11	H7AFP.H-PCAS Flowchart	D-IV-11
D-V-1	Labeled Engagement File	D-V-3
D-V-2	Combat Module Format Engagement File	D-V-4
D-V-3	Labeled to Combat Module Format I/O Flow	D-V-5
D-V-4	Labeled to Combat Module Format Runstream	D-V-5
D-V-5	Combat Module Format to Labeled I/O Flow	D-V-6
D-V-6	Combat Module Format to Labeled Runstream	D-V-6
D-V-7	H7AFP.M-ENGAGE Flow Chart	D-V-7
D-V-8	H7AFP.H-ENGAGE Flow Chart	D-V-8
D-VI-1	SSPK I/O Flow	D-VI-2
D-VI-2	H7AFPFILE.BPOINT Example Page	D-VI-4
D-VI-3	H7AFPPK Example	D-VI-5
D-VI-4	H7MOVETGT	D-VI-7
D-VI-5	H7MOVEFIRER	D-VI-8
D-VI-6	Modified SSPK Generation Runstream	D-VI-11
D-VI-7	Modified SSPK Generation Program Flowchart	D-VI-12
D-VI-8	Modified SSPK Generation Program	D-VI-16
D-VII-1	The Relation of Four Combat Module Preprocessors (PREFGEN, RNGSTGEN, PKSGEN, and PROJGEN) to the Module's Principal Program (MAIN)	D-VII-1
D-VII-2	Source Listing of the Program PREFGEN, a Combat Module Preprocessor	D-VII-3
D-VII-3	Source Listing of the Program RNGDSTGEN, a Combat Module Preprocessor	D-VII-5

FIGURE

Page

D-VII-4	Source Listing of the Program PKSGEN, a Combat Module Preprocessor	D-VII-7
D-VII-5	Source Listing of the Program PROJGEN, a Combat Module Preprocessor	D-VII-8
E-1	Relation of the AFP CS/CSS Preprocessors and Module to the Analysis of Force Potential (AFP) System in General	E-2
E-I-1	Relation of the AFP Combat Support/Combat Service Support Preprocessors to the AFP System in General	E-I-2
E-I-2	Example of Tactical Mobility Data Input to the AFP CS/CSS Main Preprocessor	E-I-4
E-I-3	Example of Bridging Data Input to the AFP CS/CSS Main Preprocessor	E-7
E-I-4	Example of Mine/Countermine Data Input to the AFP CS/CSS Main Preprocessor	E-I-8
E-I-5	Example of Protective Position Data Input to the AFP CS/CSS Main Preprocessor	E-I-10
E-I-6	Example of C2EW Data Input to the AFP CS/CSS Main Preprocessor	E-I-13
E-I-7	Example of Medical Data Input to the AFP CS/CSS Main Preprocessor	E-I-15
E-I-8	Example of Maintenance Data Input to the AFT CS/CSS Main Preprocessor	E-I-16
E-I-9	Example of Supply and Transportation Data Input to the AFP Main Preprocessor	E-I-18
E-I-10	Example of Blue Countermeasures and Measures and Red Countermeasures and Measures by CS/CSS Function as Generated by AFP CS/CSS Main Preprocessor	E-I-19
E-I-11	Sample Runstream for Execution of the AFP CS/CSS Preprocessor	E-I-20
E-I-12	Flow Chart--Search Preprocessor	E-I-20
E-I-13	Flow Chart--AFP CS/CSS Main Preprocessor	E-I-20
E-I-14	Listing of FORTRAN Proc BDGROU Identifying COMMON Blocks, Variables, Arrays, and Parameters of the Main Program, the Output Subroutine, and the BRIDGE Subroutine for the CS/CSS Search Preprocessor	E-I-42
E-I-15	Listing of FORTRAN Proc BPDAT Identifying COMMON Blocks, Variables, Arrays, and Parameters of the Main Program, the Output Subroutine, and the BRIDGE Subroutine for the CS/CSS Search Preprocessor	E-I-43
E-I-16	Listing of Main CS/CSS Search Program with 12 Internal Subroutines	E-I-44
E-I-17	Listing of Output Subroutine to Search Program with One Internal Subroutine	E-I-51

FIGURE

Page

E-I-18	Listing of FORTRAN Proc Identifying Certain COMMON Blocks in the BRIDGE Subroutine to the Search Program	E-I-57
E-I-19	Listing of BRIDGE Subroutine to Search Program with 13 External Subroutines	E-I-58
E-I-20	Listing of the Mapping Routine for CS/CSS Search Program	E-I-73
E-I-21	Listing of AFP CS/CSS Main Preprocessor	E-I-74
E-I-22	Listing of the External Subroutine to the CS/CSS Main Preprocessor	E-I-79
E-II-1	Relation of the AFP Combat Support/Combat Service Support (CS/CSS) Module to the AFP System in General	E-II-2
E-II-2	Listing of Sample Data Assigning Blue Weapon Types (1-60) to Weapon Categories (1-12)	E-II-4
E-II-3	Listing of Sample Data Assigning Red Weapon Types (1-60) to Weapon Categories (1-12)	E-II-4
E-II-4	Listing of Sample Data Specifying Whether (Y) or Not (N) CS/CSS Logic is Applicable to Blue (1-60) and Red (1-60) Weapon Types	E-II-5
E-II-5	Listing of Sample Data Specifying by Counter-measure/Measure by Side by CS/CSS Function Whether (Y) or Not (N) Subsequent CS/CSS Logic is Applicable to the Combination	E-II-6
E-II-6	Listing of Sample Data Specifying by Counter-measure/Measure by Side by CS/CSS Function by Combat Environment Whether (Y) or Not (N) Subsequent CS/CSS Logic is Applicable to the Combination	E-II-8
E-II-7	Listing of Sample Data Specifying by Counter-measure/Measure by Side by CS/CSS Function by Red Weapon Category (1-12) by Whether (Y) or Not (N) the Corresponding CS/CSS Factor is Applicable to the Combination	E-II-10
E-II-8	Listing of Sample Data Specifying CS/CSS Function Weights by Combat Environment	E-II-12
E-II-9	Listing of Sample Data Specifying CS/CSS Counter-measure/Measure Factors by Side by CS/CSS Function	E-II-13
E-II-10	Example Extract Records from File of Blue and Red CS/CSS Moduli Output by the CS/CSS Module	E-II-15
E-II-11	Example SSG Program for the Generation of CS/CSS Module Runstreams	E-II-16
E-II-12	Example Runstream for Execution of the AFP Combat Support/Combat Service Support (CS/CSS) Module ...	E-II-19
E-II-13	Flow Diagram of the Basic Logic of the AFP Combat Support/Combat Service Support (CS/CSS) Module ...	E-II-21

FIGURE

Page

E-II-14	Source Listing of Main Program CS/CSS/MAIN of the AFP CS/CSS Module	E-II-22
E-II-15	Source Listing of Subprogram CSCSS of the AFP CS/CSS Module	E-II-26
E-II-16	Source Listing of Subprograms FU, FV, FS, and FT of the AFP CS/CSS Module	E-II-33
E-II-17	Source Listing of Subprogram GETCAT of the AFP CS/CSS Module	E-II-34
E-II-18	Source Listing of Subprogram GETDAT of the AFP CS/CSS Module	E-II-35
E-II-19	Source Listing of Subprogram GETPAC of the AFP CS/CSS Module	E-II-36
E-II-20	Source Listing of Subprogram GTCATV of the AFP CS/CSS Module	E-II-37
E-II-21	Source Listing of Subprogram OUTW of the AFP CS/CSS Module	E-II-37
E-II-22	Listing of the MAP Element for the Collection of Program Elements of the AFP CS/CSS Module	E-II-38
F-1	Relation of the AFP CBT/CS/CSS Merge Module to the AFP System in General	F-2
F-2	Example Extract Records from the CS/CSS Moduli File Output by the AFP CS/CSS Module for Input to the CBT/CS/CSS Merge Module	F-4
F-3	Example of Data Input Element Providing Target Category Value to the CBT/CS/CSS Merge Module	F-6
F-4	Example of Data Input Element Providing Fractional Lifetime Factors to the CBT/CS/CSS Merge Module	F-10
F-5	Example Extract from the CBT/CS/CSS Merge Module Report of Raw Results (with some extensions) from the Combat Module	F-11
F-6	Example Extract Records from the CBT/CS/CSS Merge Module Output File or Partial Combat Potentials	F-13
F-7	Example Setup of SSG Program for Generating Runstream for Separate Execution(s) of AFP CBT/CS/CSS Merge Module	F-16
F-8	Flow Diagram of the Basic Logic of Subroutine TARTY of the CBT/CS/CSS Merge Module	F-23
F-9	Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module	F-31
F-10	Listing of the MAP Element for Collection of the Program Elements of the CBT/CS/CSS Merge Module	F-69
G-1	Relation of the AFP Rollup and Stats Module to the AFP System in General	G-2

FIGURE

Page

G-2	Example Extract Records of Output File of Partial Combat Potentials (for a single combat environment) from the AFP CBT/CS/CSS Merge Module for Input to the AFP Rollup and Stats Module	G-3
G-3	Example Extract Records from File of Final Combat Potentials (for all 16 Combat Environments) as Output by the AFP Rollup and Stats Module	G-5
G-4	Example Extract Records from Report of Stratified Partial Combat Potentials as Output by the AFP Rollup and Stats Module	G-6
G-5	Extract of Example Report of Modulated Scalar CIPs and Corresponding Standard Deviations as Output by the AFP Rollup and Stats Module	G-8
G-6	Example of SSG Program for the Generation of Runstreams for Execution of the AFP Rollup and Stats Module	G-11
G-7	First Example of an SSG-generated Runstream for Execution of the AFP Rollup and Stats Module	G-14
G-8	Second Example of an SSG-generated Runstream for Execution of the AFP Rollup and Stats Module	G-15
G-9	Third Example of an SSG-generated Runstream for Execution of the AFP Rollup and Stats Module	G-20
G-10	Flow Diagram of the Basic Logic of the AFP Rollup and Stats Module	G-22
G-11	Source Listing of the Main and Subprograms of the AFP Rollup and Stats Module	G-24
H-1	Relation of the AFP Division Compare Reporter to the AFP System in General	H-2
H-2	Example Extract Records of File of Final Combat Potentials Output from the AFP Rollup and Stats Module for Input to the AFP Division Compare Reporter	H-3
H-3	Example Subreport Produced by the AFP Division Compare Reporter--Providing a Comparison of Final Combat Potentials Between Divisions and Among Weapons and for Two Different Combat Module Starting Seeds	H-6
H-4	First Example of Runstream for Execution of the AFP Division Compare Reporter	H-7
H-5	Second Example of Runstream for Execution of the AFP Division Compare Reporter	H-8
H-6	Flow Diagram of the Basic Logic of the AFP Division Compare Reporter	H-9
H-7	Source Listing of the Main Program CMPARE of the AFP Division Compare Reporter	H-10
H-8	Source Listing of the Subprogram ZERO of the AFP Division Compare Reporter	H-14

FIGURE

Page

H-9	Source Listing of the Subprogram GETREC of the AFP Division Compare Reporter	H-15
H-10	Source Listing of the Subprogram GETFIL of the AFP Division Compare Reporter	H-16
H-11	Source Listing of the Subprogram BLDCIP of the AFP Division Compare Reporter	H-16
H-12	Source Listing of the Subprogram BLDSCR of the AFP Division Compare Reporter	H-17
H-13	Source Listing of the Subprogram BLDSC1 of the AFP Division Compare Reporter	H-18
H-14	Source Listing of the Subprogram BLDSC2 of the AFP Division Compare Reporter	H-19
H-15	Source Listing of the Subprogram DASH1 of the AFP Division Compare Reporter	H-19
H-16	Source Listing of the Subprogram DASH2 of the AFP Division Compare Reporter	H-20
H-17	Source Listing of the Subprogram DOREP of the AFP Division Compare Reporter	H-21
H-18	Source Listing of the Subprogram HEAD of the AFP Division Compare Reporter	H-23
H-19	Listing of the MAP Element for Collection of the Program Elements of the AFP Division Compare Reporter	H-23
I-1	Relation of the AFP Interpolation Module to the AFP System in General	I-1
I-2	Example Extract Records from File of Final Combat Potentials Output from the AFP Rollup and Stats Module as Input to the AFP Interpolation Module	I-6
I-3	Example Extract Records from File of Interpolated Final Combat Potentials as Output by the AFP Interpolation Module for and Intermediate Division (Blue only)	I-7
I-4	Summary of the Input Files and Records Required During Execution of the Interpolation Module	I-9
I-5	Example of SSG Program for the Generation of Run- streams for Execution of the AFP Interpolation Module	I-11
I-6	First Example of an SSG-generated Runstream for Execution of the AFP Interpolation Module	I-20
I-7	Second Example of an SSG-generated Runstream for Execution of the AFP Interpolation Module	I-25
I-8	Flow Diagram of the Basic Logic of the AFP Interpolation Module	I-31
I-9	Tabular Summary of the Steps in Computation of Interpolated Unmodulated and Modulated CIPS within the AFP Interpolation Module	I-36

FIGURE

Page

I-10	Source Listing of the Main Program of the AFP Interpolation Module	I-40
I-11	Source Listing of the Subprogram CSCSS of the AFP Interpolation Module	I-46
I-12	Source Listing of the Subprogram DOPHI of the AFP Interpolation Module	I-48
I-13	Source Listing of the Subprogram ENVWTS of the AFP Interpolation Module	I-48
I-14	Source Listing of the Subprogram FS of the AFP Interpolation Module	I-49
I-15	Source Listing of the Subprogram FT of the AFP Interpolation Module	I-49
I-16	Source Listing of the Subprogram FU of the AFP Interpolation Module	I-49
I-17	Source Listing of the Subprogram FV of the AFP Interpolation Module	I-50
I-18	Source Listing of the Subprogram GETCAT of the AFP Interpolation Module	I-50
I-19	Source Listing of the Subprogram GETDAT of the AFP Interpolation Module	I-51
I-20	Source Listing of the Subprogram GETFAC of the AFP Interpolation Module	I-52
I-21	Source Listing of the Subprogram GETINV of the AFP Interpolation Module	I-53
I-22	Source Listing of the Subprogram GETROL of the AFP Interpolation Module	I-54
I-23	Source Listing of the Subprogram GETREC of the AFP Interpolation Module	I-56
I-24	Source Listing of the Subprogram GETFIL of the AFP Interpolation Module	I-56
I-25	Source Listing of the Subprogram GTCATV of the AFP Interpolation Module	I-57
I-26	Source Listing of the Subprogram NETMOD of the AFP Interpolation Module	I-57
I-27	Source Listing of the Subprogram NEWCIP of the AFP Interpolation Module	I-58
I-28	Source Listing of the Subprogram NXMOD of the AFP Interpolation Module	I-59
I-29	Source Listing of the Subprogram OUTREX of the AFP Interpolation Module	I-60
I-30	Source Listing of the Subprogram OUTX of the AFP Interpolation Module	I-61
I-31	Source Listing of the Subprogram RECIP of the AFP Interpolation Module	I-63
I-32	Source Listing of the Subprogram USENAM of the AFP Interpolation Module	I-63
I-33	Source Listing of the Subprogram XMCIP of the AFP Interpolation Module	I-64

FIGURE

Page

I-34	Source Listing of the Subprogram ZERO of the AFP Interpolation Module	I-64
I-35	Source Listing of the Subprogram DMPMOD of the AFP Interpolation Module	I-65
I-36	Source Listing of the Subprogram NONDIV of the AFP Interpolation Module	I-65
I-37	Listing of the MAP Element for Collection of the Program Elements of the AFP Interpolation Module	I-66
J-1	The Relation Among Principal Data, Modules, Other Components, and Products of the Analysis of Force Potential (AFP) System	J-2
K-1	The Relation Among Principal Date, Modules, Other Components, and Products of the Analysis of Force Potential (AFP) System	K-2

TABLES

TABLE

1	Key to Preprocessor Descriptions	18
2	Key to AFP Output Record Copy and Report Examples and Descriptions	19
3	Key to AFP Runstream Generator Descriptions and Examples	21
C-1	Key to Preprocessor Descriptions	C-3
D-1	AFP Combat Potential Estimation in "Census Space"	D-18
D-2	Notes on AFP Module Common Blocks, Variables, and Arrays	D-104
D-I-1	Combat Module Format Basedata with Related Labeled Elements	D-I-6
D-I-2	ADDITIONALS Element Sections	D-I-8
D-I-3	Variable Conditions for H7BASEDATA Elements in BASEDATA Order	D-I-38
D-II-1	Variable Definitions	D-II-12

TABLE

Page

D-III-1	Range Distributions Across Postures	D-III-1
D-III-2	Range Distribution File Organization	D-III-6
D-III-3	Labeled Range Distribution Format	D-III-11
D-III-4	Combat Module Format Range Distribution	D-III-11
D-V-1	Engagement File Organization	D-V-2
D-VI-1	Logical Organization of SSPK Pointer Elements	D-VI-3
D-VI-2	Modified SSPK Element Structure	D-VI-9
D-VI-3	Labeled Modified SSPK Element Structure	D-VI-10
E-I-1	Tactical Mobility Input	E-I-2
E-I-2	Bridging Input	E-I-4
E-I-3	Mine/Countermine Input	E-I-7
E-I-4	Protective Position Input	E-I-9
E-I-5	C2EW Input	E-I-10
E-I-6	Medical Input	E-I-13
E-I-7	Maintenance Input	E-I-15
E-I-8	Supply and Transportation Input	E-I-16
J-1	Key to AFP Output Record Copy and Report Examples and Descriptions	J-3
K-1	Key to AFP Runstream Generator Descriptions and Examples	K-3

OPERATOR'S AND PROGRAMER'S GUIDE TO THE ANALYSIS OF FORCE POTENTIAL SYSTEM (AFPSYS)

I. INTRODUCTION

1. The purpose of this volume is to provide operator/programer documentation of the Analysis of Force Potential System (AFPSYS) data, computer programs, and procedures for estimating and often comparing the combat potential of Army equipment and organizations (currently up to and including division level).
2. The complete AFPSYS includes a wide variety of input data files from several sources; utility programs for converting input to forms better suited for use within AFPSYS; major program modules for estimating combat, combat support, and combat service support results, and for merging such results for a single combat environment; a major program module for merging the results of 16 combat environments into complete estimates of combat potential; modules for comparing combat potentials among equipment types and among different organizations; and utility programs for managing files and generating runstreams. AFPSYS runs under the normal UNIVAC 1100-series computer operating system. AFPSYS modules and utilities are written in ASCII FORTRAN, COBOL, and SYMSTREAM, a language peculiar to the UNIVAC SSG processor.

II. SCOPE

3. This volume provides reference material for the execution of AFPSYS. It includes information necessary for an operator/programer to modify existing data, generate data for "new" equipment or organizations, create new file names and the corresponding files, and execute utilities and program modules. The main part of this volume is very short; it provides little more than a short description of AFP in general and an index to the volume's appendices which provide:

- a. A diagram of the complete system with some discussion of the notation and implications of the diagram: Appendix B. The diagram provides the "road map" for the following appendices.
- b. A key to the data preprocessing utility programs: Appendix C.
- c. A description of the Combat Module: Appendix D.
- d. A description of the Combat Support/Combat Service Support Module and its preprocessor program: Appendix E.
- e. A description of the module for the merge of combat/combat support/combat service support results for a single combat environment: Appendix F.
- f. A description of the module for merging a single organization's results over all 16 combat environments: Appendix G.

g. A description of the programs for comparing different organizations: Appendix H.

h. A description of a special procedure for estimating the combat potential of an organization "between" two organizations for which results are already known (i.e., AFP interpolation): Appendix I.

i. A key to the various reports producible throughout execution of AFPSYS: Appendix J.

j. A key to the AFPSYS approach to runstream management via the SYMSTREAM language of the UNIVAC SSG processor: Appendix K.

III. VIEWPOINT

4. It is assumed that an operator/programer is going ahead with an AFPSYS application. This volume does not argue for or against the AFP approach. It does not replay consideration of the relative merits of static and dynamic approaches to the estimation of combat potential. It is assumed that the operator/programer is familiar with the UNIVAC operating system, and with the FORTRAN, COBOL, and SYMSTREAM programming languages. Even then, the new operator/programer should have the services of someone already experienced in operation of AFPSYS and in the interpretation of results.

5. Many AFPSYS parameters were set at the beginning of system development with the prospect of changing their values in order to improve the reliability of results and/or speed of system execution. However, debugging of the AFP Combat Module consumed so much time and energy that too little time and resource were left for "improvements." The AFP team believes that improvements are desirable and achievable. For example, if run times of the main modules can be reduced enough, the AFP interpolation process can be discarded. In a sense, a change of an AFPSYS system parameter defines a new AFPSYS. Indeed, in that view, there is a family of imaginable AFP systems. Certainly not all members of that family would be equally useful and efficient. There may be some optimal member of the family. Unfortunately, no good procedure exists at this time for finding that best member. However, some effort should be devoted to finding parameters that permit the system to evolve to steadily better performance.

IV. AFP IN GENERAL

6. AFP provides a new way to estimate the combat potential of weapons and units. However, like several earlier measures, AFP estimates of combat potential fall in that broad class known as "static measures." Among other things, that means that relatively little of the dynamics of warfare is treated explicitly within AFP. Indeed, the AFP method is not now nor was it ever intended to involve what is usually called "combat simulation." On the other hand, the AFP method does estimate attrition, survival, and, hence, exchange ratios from very short duration sampling of highly stylized

duels. Still, CAA prefers to insist that AFP is not a simulation nor a model in the usual senses of those terms.

7. The AFP approach is asserted to be superior to earlier "static" efforts because explicit attention is given to the level and mix of weapons in both the US and threat units or forces faced off in each of 16 distinct combat environments. Also, AFP explicitly approximates impacts of combat support and combat service support (CS/CSS). The CS/CSS approximation remains cruder than CAA would like it to be, but it is the best that can be done given the current state of knowledge of the matter.

8. AFP has been limited to divisions versus divisions with only some aircraft included from among all the resources above division level. In the long run, CAA is committed to address many more higher level resources.

9. AFP, then, is certainly more broadly based than its static measure predecessors. In practice, as shown in Figure 1, it has been necessary to split apart the total combat/CS/CSS process and address those pieces separately before combining the combat and CS/CSS results into the grand estimate of combat potential--in the last step of the AFP process. This bold splitting of the total process is reflected by the three blocks within the larger AFP block in Figure 1. The next paragraph begins a little deeper look into each of the three blocks within that larger AFP block.

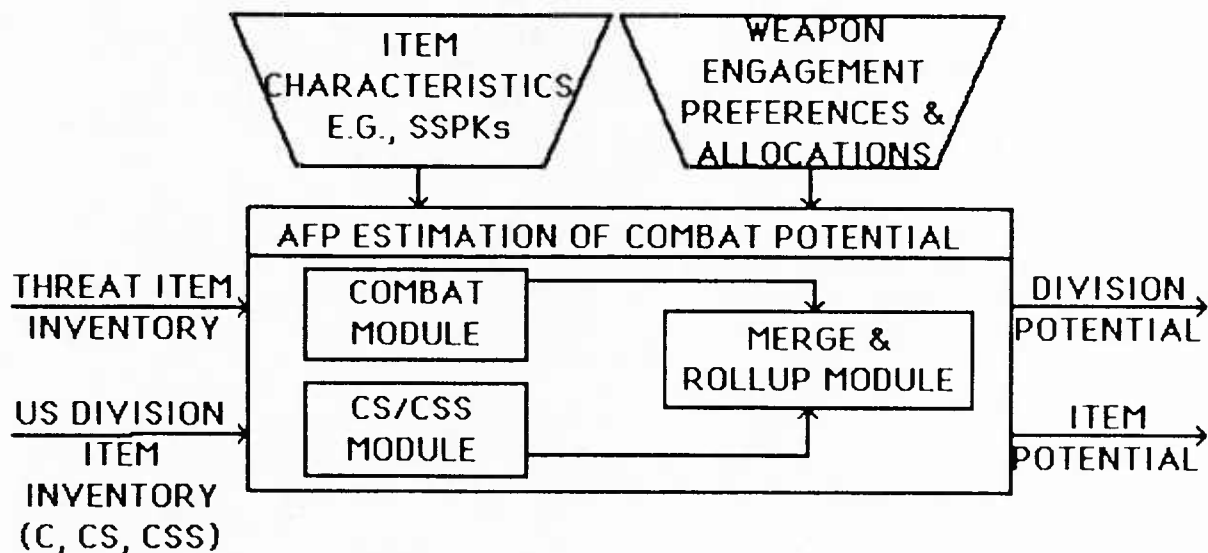


Figure 1. The Analysis of Force Potential (AFP) System in Outline

a. First, the AFP Combat Module. Only firepower and counterfirepower (less suppression) are represented in the AFP Combat Module. As suggested in the upper left corner of Figure 2, combat is represented by a matrix of possible matchups. Up to 60 weapon types on each side may be paired against opposing weapons--against just one opponent type or against all types. Weapon types are assigned to 12 weapon categories, largely as a bookkeeping convenience, but, in principle, a weapon from any category may engage or be engaged by a weapon in any other category--subject, of course, to AFP-imposed constraints. Each cell of the matchup matrix may lead to a distinct type-on-type battle. One such battle is suggested in the center of the diagram. One model of US tanks opposes one model of threat tanks. (Different models of tanks are permitted within AFP, but each model-versus-model matchup leads to a separate matrix cell and, hence, a separate minibattle. A so-called minibattle may engage from a few to several hundred tanks.) In the minibattle, the tanks are subdivided over up to five ranges from 250 to 2,500 meters. During the course of a minibattle nothing moves from one range to another. However, the weapons are "fired" subject to a probabilistic treatment of detection, firing time, and "killing." By now everyone is probably wondering why the artillery symbols are included in the tank-on-tank snapshot. The AFP Combat Module subjects the direct fire weapons to the possibility of attrition from indirect fire within the scope of minibattles. Some weapons may be assigned to a sixth, so-called "deep range." Tanks so assigned cannot fire at one another because of the great range, but they may be targets of indirect fire weapons. Units in reserve or moving up to engage occupy the "deep range." The tanks are at a disadvantage inasmuch as they are not permitted to engage the up to 10 types of indirect firers that may be pounding away. However, some of the indirect fire weapons are committed to counterbattery minibattles which may, in the long run, reduce the amount of indirect fire inflicted on the tank-versus-tank and other direct fire minibattles. Subject to AFP-imposed constraints, survivors may engage in later minibattles. The results of minibattles are estimates of survival, loss, and exchange ratio as suggested by the two-dimensional sample plot at the lower right of the figure. Starting strengths and results of all minibattles for all matchups and repetitions of matchups are saved for use in the later steps of the AFP process.

Typ-on-Type												
	1	2	3	4	5	6	7	8	.	.	.	60
1												
2												
3												
4												
5												
6												
7												
8												
.												
.												
.												
60												

UP TO 60 X 60
TYPE ON TYPE
ENGAGEMENTS
AT 5-6 RANGES

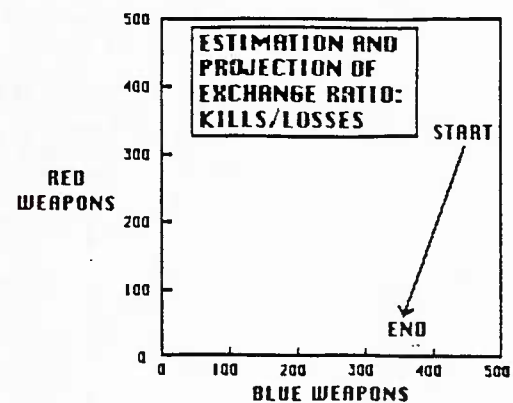
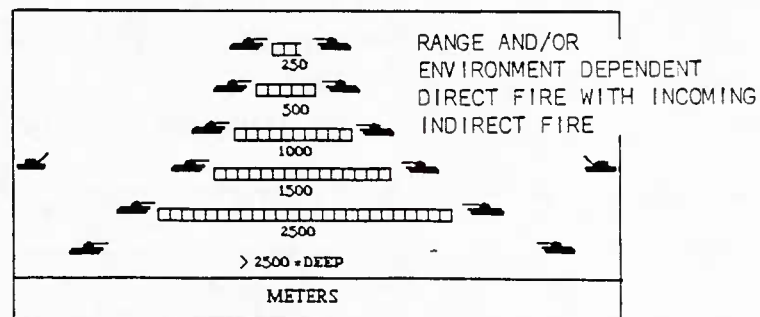


Figure 2. Major Steps in the AFP Combat Module

b. In the meantime, a separate AFP module is busy generating CS/CSS factors for the functions shown in the upper left corner of Figure 3. Depending on the specific function, both measures and countermeasures for both sides may be estimated as suggested in the center of Figure 3. The estimates, depending on the function, are based on independently derived capabilities and requirements, as appropriate. A requirement may be regarded as primarily one-sided in the sense that a maintenance requirement depends mostly on the quantity and quality of one's own assets. Or it may be regarded as two-sided in the sense that the quantity and quality of the opponent's assets and activities are the primary drivers. Capability depends on the quantity of one's people or equipment (also on the quality of equipment). The factors for the separate CS/CSS functions may be indexed or normed relative to some base unit or year and are then combined dependent on weapon-versus-weapon considerations and on environment as suggested at the lower right corner. The combined factors are identified by the somewhat esoteric term "CS/CSS moduli." These moduli are saved for combination with results of the Combat Module in the later steps of the AFP process.

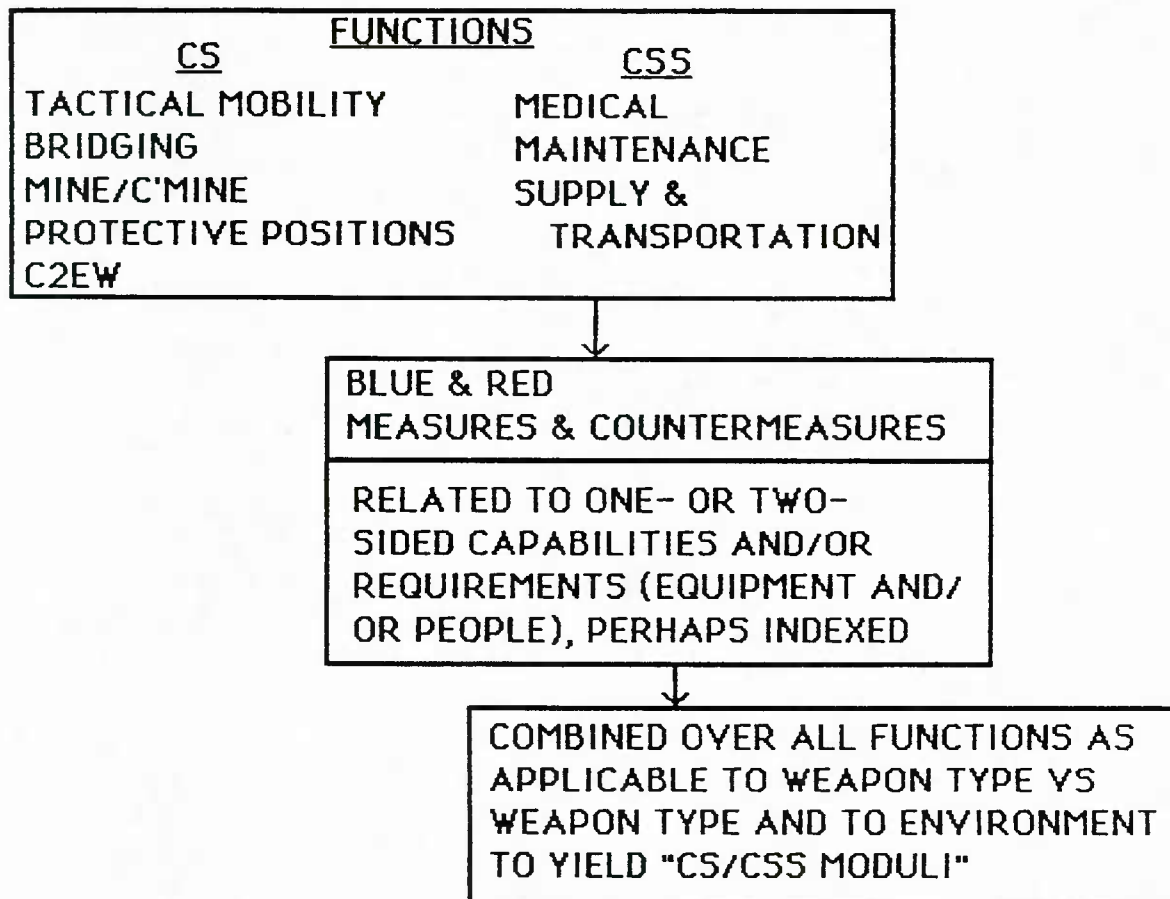


Figure 3. Major Steps in the AFP Combat Support/Combat Service Support(CS/CSS) Module

c. Figure 4 is intended to suggest how the previously generated AFP partial results become summed into final measures of combat potential of the "Blue" side. In principle, for summation over all weapons and environments, there may be more than 50,000 expressions such as the one shown here. It is the job of the final AFP module to retrieve the previously saved partial results, combine the terms correctly, and sum the results of the expression shown for all type-on-type engagements and for 16 distinct environments and possibly many replications. Summation over replications implies division by the number of replications. Because the AFP process is fully two-sided, computations similar to those suggested in Figure 4 are also performed for the "Red" side.

(1) The term, RED LOSSES, is an estimate fed from the Combat Module for the particular type-on-type engagement (here symbolized by "TT").

(2) That term is multiplied by the CS/CSS modulus for that type-on-type duel from the CS/CSS Module.

(3) In turn, that product is multiplied by the number of Blue weapons allocated; this term and all the others like it come from the Combat Module. All estimates of threat losses are projected to the same assumed fractional, clock, or resource lifetime of the friendly weapon type. In AFP work to date, combat potential has been estimated through the first half of total lifetime, the first 2 weeks of combat, or the expenditure of a basic load of munitions, depending on the equipment types.

(4) Combat potentials consist of five components: personnel, light armored vehicles, heavy armored vehicles, aircraft, and scalar. The kill of a target, in general, contributes target-type dependent amounts to the five components. The multiplier "target value" makes the appropriate adjustment. On option, certain other weapons (e.g., small arms) may be included with the "personnel" components of potentials.

(5) Because not all combat environments are equally important or likely, another multiplier expressing the relative weight by environment is applied. On option, the four-valued measure may be weighted by target values, and the "personnel" component may include other weapons.

(6) And finally, the preceding intermediate result is divided by the Blue losses of the given type over all engagements involving that Blue weapon type.

MULTIPLE SUMMATION ($\sum \sum \sum$)
OVER DIVISION FOR ALL TYPE VS TYPE COMBINATIONS,
ALL ENVIRONMENTS, AND ALL REPLICATIONS
FOR DIRECT FIRE SCORES

$$\sum_{\text{REPL-ENVIRON-}} \sum_{\text{MENT}} \sum_{\text{ENVIRONMENTAL}} \left(\sum_{\text{WEIGHT}} \left(\sum_{\text{TYPE}} \left(\frac{\text{\# OF BLUE TYPE ALLOCATED}}{\text{BLUE FRACTIONAL LIFETIME}} \right) \times \left(\frac{\text{RED LOSSES}_{\text{TT}}}{\text{CS/CSS MODULUS}_{\text{TT}}} \right) \times \left(\frac{\text{TARGET VALUE}}{\text{TT}} \right) \right) \right) \times \text{MAXIMUM (BLUE LOSSES}_T, 1.0)$$

ZERO LOSS IS ALWAYS REPLACED BY 1.0.

WITH SIMILAR TERMS FOR INDIRECT FIRE AND SAMs

["TT" IMPLIES A VALUE SPECIFIC TO A TYPE-
ON-TYPE ENGAGEMENT.

"T" IMPLIES SUMMATION OVER OPPOSING TYPES]

THEN --

DIVISION COMBAT POTENTIAL =

DIRECT FIRE SCORES + INDIRECT FIRE SCORES + SAM SCORES

= POTENTIAL KILLS OF:

PERSONNEL,
LIGHT ARMOR,
HEAVY ARMOR,
AIRCRAFT,

SCALAR (WEIGHTED SUM OF 1ST FOUR)

Figure 4. Symbolic Representation of AFP Merge (CBT with CS/CSS) and Rollup (Over 16 Combat Environments) Process

d. There is more to the last AFP module than is shown in Figure 4. Some averaging over multiple engagements may be performed and the calculation shown in Figure 4 for a Blue division combat potential has a counterpart for the threat. Other system features permit scores for individual weapons to be generated. Also, scores without CS/CSS modulation may be produced. Either partial or total scores may be produced for personnel, light armor, heavy armor, and aircraft target classes separately in a four-valued static measure or rolled up into a single-valued weighted measure.

10. Sixteen combat environments may seem an unnecessarily large variety to include within the scope of normal AFP estimation of combat potentials. On the other hand, 16 combat environments provide a rather limited set of combinations of the conditions and their levels which may influence combat outcomes within a specific theater.

a. From among all the possible light levels, AFP represents only two: day and night.

b. From among all the possible levels of obscuration, AFP represents only two: clear and degraded.

c. From among all commonly defined postures, AFP represents only four: Red Attack of Blue Prepared Defense (RAPD), Static, Red Attack against Blue Delay (RADE), and Blue Attack of Red Prepared Defense (BAPD).

d. From among all possible starting division ratios, AFP represents just four (Red divisions:Blue divisions): 4:1 3:1, 1:1, and 1:3.

e. AFP weapons may be shooters or targets or both. As a shooter or as a target, a weapon may be open or in defilade, and it may be stationary or moving.

f. From among all possible ranges at which weapons may engage, AFP represents just five at which direct fire weapons may shoot plus another deep range at which they may be targeted without returning fire.

g. Although, in principle, almost any kind of weapon can engage almost any kind of weapon, few AFP weapons engage more than 15 opposing types. Nevertheless, there could be 60x60 distinct type-on-type matchups.

11. An exhaustive examination of all the combinations of factors identified in paragraph 5 could, in the extreme, lead to as many as $2 \times 2 \times 4 \times 4 \times 2 \times 2 \times 6 \times 60 \times 60 \times 2 \approx 20$ million "combat outcomes." Examination of all these is at once impossible and unnecessary. Clearly the AFP approach must ignore the vast majority of combinations. Indeed, the official table of 16 combat environments is as shown in Figure 5. The environmental characteristics shown in Figure 5 reflect AFP policy, not experimental results or international rules of engagement. Notice, for example, that the RAPD posture is always represented at a 3:1 Red to Blue division starting ratio. Although not shown in Figure 5, range distribution and type-on-type weapon

preferences do depend on posture but do not vary for the same type-on-type pairing within a posture. Nevertheless, the data demands of AFP are enormous. Detection and/or single shot probability of kill (SSPK) data vary by open/defilade, day/night, moving/stationary, shooter/weapon/round, range, and target types. On the other hand, such basic data as refire times depend only on the shooter/weapon/round type. The basic data do not depend on the numbers of targets (except for indirect fire). Hence, volume of AFP fire may be expected to depend directly on the numbers of firers with powerful effects on killing rates, which in turn affect survival rates (doing unto the opponent before it can do unto you), and hence, exchange ratios.

CONDITION			BLUE		RED		DIVISION
CBT	VISI- ENV:BILITY	DAY/ NIGHT POSTURE	SHOOTERS	TARGETS	SHOOTERS	TARGETS	
1	CLEAR	DAY	RAPD	D S	O M	O M	3:1
2			STATIC	D S	O S	O M	1:1
3			RADE	O S	O S	O M	4:1
4			BAPD	O M	O M	D S	1:3
5		NIGHT	RAPD	D S	O M	O M	3:1
6			STATIC	D S	O S	O M	1:1
7			RADE	O S	O S	O M	4:1
8			BAPD	O M	O M	D S	1:3
9	DEGRADED	DAY	RAPD	D S	O M	O M	3:1
10			STATIC	D S	O S	O M	1:1
11			RADE	O S	O S	O M	4:1
12			BAPD	O M	O M	D S	1:3
13		NIGHT	RAPD	D S	O M	O M	3:1
14			STATIC	D S	O S	O M	1:1
15			RADE	O S	O S	O M	4:1
16			BAPD	O M	O M	D S	1:3

D= DEFILADE
O= OPEN
M= MOVING
S= STATIONARY

Figure 5. Characteristics of the 16 AFP Combat Environments

12. The following paragraphs highlight some worrisome aspects of the AFP approach.

a. In AFP, a weapon type can run up a high score only by killing much more than it loses. And because kills are credited at different values, killing tanks and aircraft earns higher scores than does killing small arms. Weapons do not, within AFP, earn points for suppression or diversion of opposing fires. In particular, counterbattery fire typically gets little credit in AFP analyses. Counterbattery fire only rarely kills an opposing indirect fire weapon. The fact that counterbattery fire forces opposing firers to move more frequently is neither credited nor represented explicitly. The refire times input to AFP presumably reflect some averaged

effect of counterbattery activity, but slower enemy firing rates do not directly accrue credit to counterbattery weapons. To a degree, counterbattery fire by one side forces an opponent to engage in similar activity. Hence, counterbattery fire diverts some weapons from killing softer, perhaps valuable, other targets. AFP does not credit counterbattery weapons with equipment and lives so "saved." However, the weapons saved do, in principle, achieve higher scores because they survive longer. Thus, some of the value of counterbattery weapons shows up in the scores of other weapons.

b. The AFP process may be viewed as a sampling of many of the events possible between opposing divisions. But in AFP practice, only a small fraction of the possible events may be represented. On the theoretical AFP battlefield, some weapon type might meet at least one of each of 60 opposing weapon types at each of five or six ranges. Just one each of these possibilities requires 360 distinct AFP duels. Yet all AFP direct fire duels are mutually exclusive in the sense that no direct fire weapon can perform in two or more AFP duels concurrently. In this sense, there must be 360 of a weapon type before 360 duels may be sampled one each. It is not necessary that all 360 possibilities be tried. However, many division weapons exist at less than 360 items per division. A statistician would like to have many duels against each weapon type and at each range of interest. A seemingly modest request for 20 duels against 10 weapon types at each of 4 ranges requires $20 \times 10 \times 4 = 800$ weapons before the statistician begins to feel comfortable. Very few major weapon systems populate divisions to the level of 800 items. The replicative approach does not eliminate all such problems.

c. Low density weapons produce another AFP difficulty. The problem is clear in a trivial extreme. Suppose a division contains only one item of weapon type Z. Weapon type Z may only kill opposing weapon type A and may only be killed by weapon type B. The solitary weapon of type Z can participate in only one duel. If Z duels A, Z cannot be killed. If Z duels B, Z cannot kill. Because of AFP weapon allocation rules, replication does not help solve this problem. Even if there are 10 weapons of type Z, a problem remains. The AFP analyst/user must know in advance how to divide those 10 weapons between Z-A and Z-B duels. This problem is not exactly the same for direct and indirect fire weapons. Indirect firers can be killed only as a result of counterbattery duels. Indirect firers kill best in other than counterbattery roles. Let Y be a modern Blue indirect fire weapon system; a typical division may have only nine of weapon Y. The AFP process works best for weapons numbering in the hundreds and which can kill each other directly. Only nine of a weapon provides an allocation dilemma.

13. Because AFP estimated combat potentials depend strongly on exchange ratios, the AFP method can be very sensitive to weapon qualities and quantities--up to a point. For some weapons against some targets at some ranges in some combat environments, the result may be very one-sided. It may be so one-sided that more or better weapons for one side may make no or only little difference in outcome. Within the constraints of static analysis, AFP has been developed to be sensitive to very many, but hardly

all, the possibly crucial aspects of combat. In short, AFP is often said to be context sensitive. Indeed it is, but that also means that it may be more or less sensitive to the same input changes also depending on context, e.g., combat environment with all that implies about posture, division ratio, range, weapons, and the like. Figure 6 summarizes some of the factors which are and are not represented and reflected in any modules and in the AFP indices of combat potential. The extent to which disregard of the listed factors degrades the usefulness of AFP indices of combat potential remains unknown. Disregard of the same factors for both sides almost certainly does not "average out" for different divisions in different numbers, with different objectives and doctrine, and in different postures. Although the AFP method is symmetric in its treatment of both sides, the input values are not identical for both sides. AFP indices then must be regarded as being displaced in unknown directions by unknown amounts. Hence, the ordering of some output values differing by only small amounts may be reversed. Replications of the AFP Combat Module yield estimates of variances of many components of AFP combat potentials. Inasmuch as so many possible sources of variance are disregarded in the AFP process, the variances output by AFP probably grossly underestimate battlefield variations.

AFP INDICES DO REFLECT	AFP INDICES DO NOT REFLECT
● QUANTITY AND QUALITY OF MANY KINDS OF ITEMS, E.G., TANKS, ARTILLERY	● NUMBER OR QUALITIES OF SOME OF ITEMS, E.G., MAINT SHOP SETS
● QUANTITY OF PERSONNEL MANNING/ SUPPORTING OPERATION OF ITEMS	● QUALITY, MORALE, LEADERSHIP, AND TRAINING
● SOME PARTS OF ABILITY TO ACCOMPLISH FUNCTIONS (I.E., COMMO, EW)	● COMMAND ASPECTS OF CONTROL FUNCTIONS
● PERFORMANCE CHANGES RESULTING FROM ENVIRONMENTAL CONDITIONS (CRUDELY)	● DETAILED PERFORMANCE DIFFERENCES RESULTING FROM SUPPORT OF COUNTER-MEASURES, ETC.
● EFFECTS OF SUPPORT ON SHORT-TERM SUSTAINMENT	● EFFECTS OF SUPPORT ON LONG-TERM SUSTAINMENT
● SOME FACTORS SUCH AS WPN-TO-TGT ALLOCATIONS WHICH CAN CRUDELY REPRESENT TACTICAL DOCTRINE	● DIFFERENCES IN TACTICAL DOCTRINE IN DETAIL

Figure 6. Indices -- "Do's and Dont's"

14. The AFP approach depends on many assumptions. The development team inherited a variety of guidelines that appeared to have been based on someone's combination of experience and intuition. The origins of these guidelines were never documented. AFP's inclusion of specific combat, combat support, and combat service related factors seems beyond dispute. AFP's exclusion of many probably related factors remains questionable. AFP's treatment of the included factors has not been proved correct by the preferred standards of scientific inquiry. On the other hand, its methods and results have been scrutinized in varying degrees by analysts of considerable and significant experience. No one has been fully satisfied. However, the collective and probably balanced opinion to date is that AFP treats a wider range of combat environments (16) including division ratios (4:1 to 1:3), postures (4), brightness (2), including division ratios (4:1 to 1:3) postures (4), brightness (2), and visibility (2) with more reasonable results in the large than other known efforts at estimation of static combat potential. The following subparagraphs list many of the AFP assumptions, guidelines, and axioms.

a. The usual techniques of dynamic modeling and simulation are not applied except to very small engagements over short time intervals.

b. Large-scale combat may be decomposed into separate firepower-counterfirepower, combat support, and combat service support processes. These processes may be analyzed largely independently, and their results may be combined largely afterward.

c. Gross direct fire division combat may be decomposed into pure weapon-type-on-weapon-type engagements. Such engagements may be further decomposed into smaller matchups in which at least one weapon opposes one or more weapons. Only indirect fire weapons may impinge on the interaction of otherwise pure type-on-type "duels."

d. In AFP work to date, higher echelon fires and support have been ignored. (Later generation AFP is to include echelons above division.)

e. Movement and maneuver are not represented within the Combat Module. Duels are distributed to fixed ranges. Opposing weapons that survive are assumed to remain at those ranges throughout an AFP "day." SSPKs are adjusted for moving targets. However, the difficulties of detecting aircraft within a lobed three-dimensional space are consistently underestimated. The AFP battle space remains essentially one-dimensional for all direct fire weapons.

f. An AFP combat day consists of four 2.01-minute intervals. An AFP combat run consists of 2 AFP combat days.

g. Direct fire weapons may not fire until normal detection occurs or until they have been fired upon a specified number of times by the opposing direct fire weapon(s).

h. A direct fire weapon which annihilates its opponents in a duel cannot shift its fire to similar opponents at the same range until the next

duel. (A duel occupies one 2.01-minute interval.) A direct fire weapon may not shift its fire to another range or to another type opponent until the next AFP day. This scheme for holding and switching targets tends to mix the squared and linear law flavors of simplest Lancaster theory. The extent of the mixing depends on the rates of fire and lethalties of rounds. Quickly terminating duels tend more toward linear flavor over successive duels. Duels terminating near 2.01 minutes or more tend more toward squared flavor in the long run.

i. Input engagement preferences and the opposing inventories at the beginning of AFP days determine the numbers of weapons of each type meeting enemy weapons of each type. Type-on-type duels are then forced to occur at very nearly those type-on-type odds. Hence, duels at much worse than average odds tend to be rare. The effect usually benefits relatively slow-firing weapons with relatively high SSPKs. Replication of the AFP Combat Module does not affect the tendency for duels to occur at very nearly average odds.

j. Weapons are assumed to replenish ammo between duels. The effect is negligible for weapons which do not expend much of their on-board ammo between during a duel. The assumption is to the advantage of one- or two-shot weapons, for example.

k. AFP combat potentials depend, among other things, on both estimated kills and target values. Estimated kills are an intermediate AFP result. Target values are an AFP input. To date it has not been practical to implement a method in which target values, too, are an AFP result.

1. AFP combat potentials depend on both kills and losses. Indeed, exchange ratios are key terms in the computation of potentials. Notice, that an exchange ratio is an estimate of how many kills may be achieved if the weapon type represented in the second part of the ratio is run down to zero survival. In that sense, the exchange ratio is a measure (usually extrapolated) of the lifetime killing potential of a weapon. There are obvious objections to measures of full lifetime potential. Few forces fight to their own total depletion. For many weapons, projection to full lifetime potential involves imprudent extrapolation to a distant future far beyond the limits of known results. AFP employs estimates of fractional lifetimes for most weapons. For those weapons, AFP potentials provide an estimate of kills achievable for loss of half of one's weapons. Indeed, the term half-life potential is sometimes employed within AFP. Depending on the weapon, half-life estimation may involve extrapolation or interpolation from results of the AFP Combat Module. It is important to note that different weapons will not reach their half lives at the same battlefield moment. For this reason, AFP potentials are sometimes called asynchronous potentials--i.e., estimates for different weapons at constant life fractions but different calendar time. Some potentials (for indirect fire and SAMs, for example) are estimated differently. Indirect fire potentials reflect estimated kills achievable within two weeks of combat. SAM kills represent estimates of kills achievable by the in-theater supply of missiles.

m. Within the AFP Combat Module, indirect fire weapons "fire" only during the standard 2.01 minute intervals. That means those weapons fire only 8.04 minutes per AFP day at very nearly intense rates. AFP makes a post-Combat Module adjustment to indirect fire results under the assumption that indirect fire weapons would have fired their normal daily loads and identical effects per round.

n. Final AFP combat potentials are weighted sums across 16 combat environments. A result from a single combat environment is called a partial combat potential. Weighted summation may produce the same final potential for divisions with different partial potentials. From the AFP potential point of view, the two divisions are equally "good" or "bad" on (weighted) average. Yet no one would want to use the divisions interchangeably, given any better prior knowledge of environment on one's own or the enemy's part. Here, "to use" involves not just battlefield choice but also choice in further combat analyses and force comparisons where combat environments differ markedly.

15. This section has been about AFP in general and is not a summary of this guide. The complete guide is primarily a collection of appendices and annexes for AFP system operators and programmers. The contents are organized by major and minor module. Unclassified examples of input, output, runstreams, and programs are included. Production versions of some parts must necessarily differ from the examples shown in order to achieve secure processing. Examples shown may include obsolete user IDs; it was easier to retain the IDs current at documentation/example time than to issue new examples every time a user changed.

V. ORGANIZATION OF GUIDE

16. Application of the complete AFP System involves preparation of many different data sets specific to the System's different modules, preparation of module runstreams, execution of modules, and review of output. Some of the output of a module may become input to another module. Some modules may be executed many times during a "single" system application and within a single runstream. Finding particular information about these AFP matters within this guide to AFP may be difficult. Several reference aids are provided.

a. At the highest level, the guide is organized by module and submodule (with some extras). The tables of contents reflect this macrostructure.

b. Figure 7 is the official "road map" to the AFP System and its documentation. It goes a step beyond macrostructure. Figure 7 shows which parts of the documentation correspond to which parts of the AFP System. Similar figures appear at the beginnings of many appendices to help orient the reader. Figure 7 includes many clues to the names of programs, data sets, runstream generators, runstreams, and reports. The clues are not described here, but they will gain in value as an operator or programmer uses the guide.

c. Although each AFP module is different from the others, the descriptions of the modules follow a common pattern; hence, this guide's principal appendices and annexes are similarly organized in the following order: OVERVIEW, INPUT, OUTPUT, RUNSTREAM, and PROGRAM.

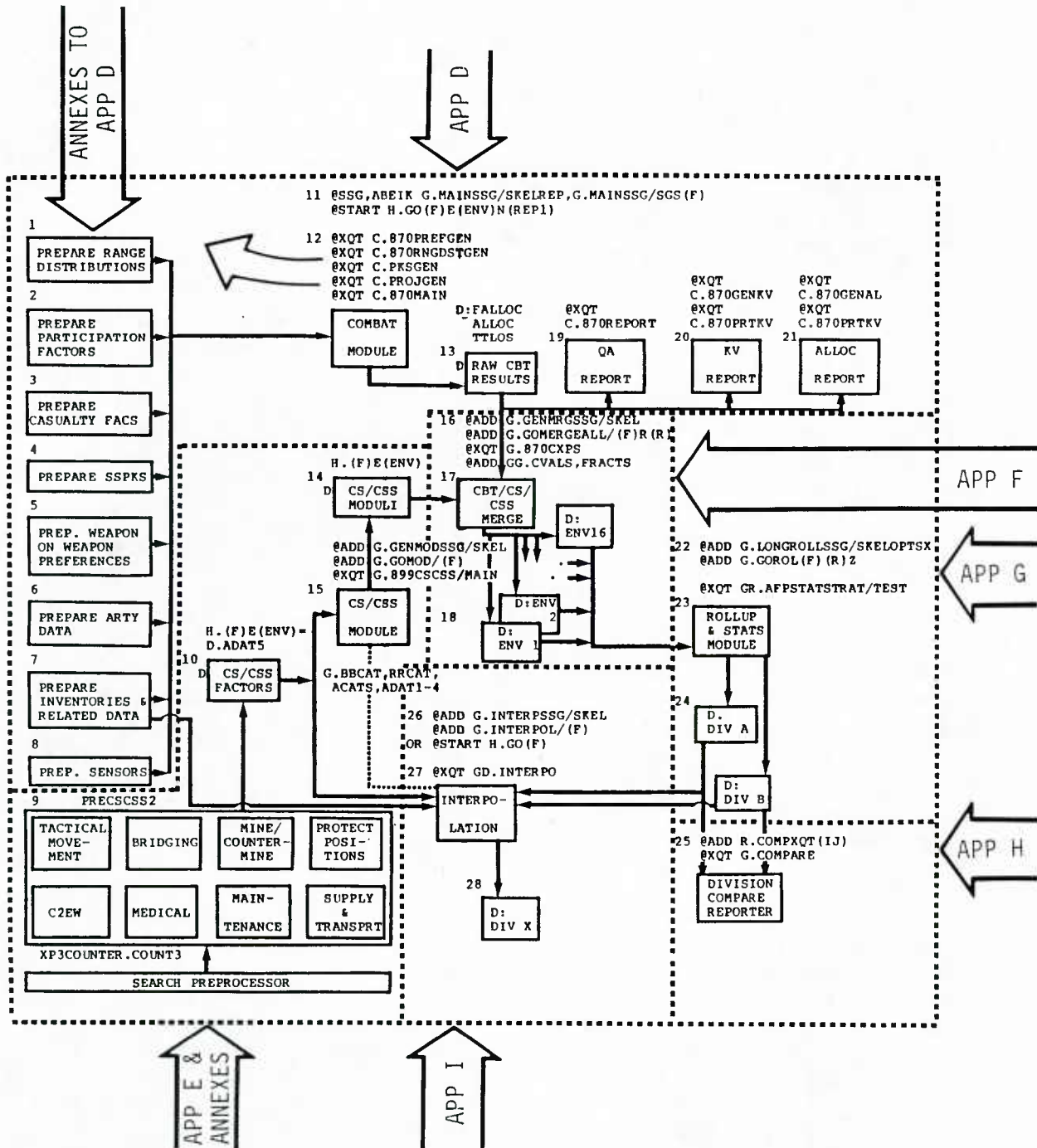


Figure 7. Key to Descriptions of Principal Data, Modules, Other Components, and Products of the Analysis of Force Potential (AFP) System

(1) **Overview.** A module (or submodule or special processor) overview describes a module's position to the AFP System in total. Some of the overviews include background information. For example, the overview for the Firepower/Counterfirepower Module (Combat Module) in Appendix D delves into a philosophy of combat representation and interpretation especially useful for AFP purposes.

(2) **Input.** A module's input data are described (apart from "input" to the module's runstream generator) in more or less detail as appropriate. Examples of input records may be included. Input generated as the output of another module or process may be described more fully for the generating program than for the receiving program. Appendix C provides a key to the locations of preprocessor descriptions. Most of the AFP System's preprocessors involve preparation of input data. Hence, Appendix C is also a key to discussions of much of AFP input. The central table of Appendix C is included here as Table 1. The input to the Combat Module is so extensive and involves so many preprocessors that the "input" paragraphs of Appendix D (on the Combat Module) are limited to a keyed guide to separate annexes containing the details of the corresponding data and preprocessors.

(3) **Output.** A module's output data are described (apart from output of the module's runstream generator) in more or less detail. In most cases, examples are provided. Some output are optional. Output may include intermediate or final results, diagnostic information, or simply copies for record. Appendix J provides a key to the locations of descriptions or examples of principal AFP output. The central table of Appendix J is reproduced here as Table 2.

(4) **Runstream.** Most of the AFP System's modules may be executed using runstreams producible by runstream generators written for the UNIVAC SSG processor. A generator, if it exists for a given module, is described in the runstream section. As a minimum, the SGS section of the generator is discussed. In some cases, the SKELeton section is also described. In ideal AFP production, only SGSs need be changed. In practice, many situations arise in which it is most convenient to modify the SKELeton section as well. In other words, the generators shown are not perfectly general and should be regarded as specific examples subject to change as necessary or convenient. The UNIVAC system editor is the obvious choice for making global changes of user IDs, for example. Most runstream descriptions include one or more examples of generated runstreams. Any example runstream is necessarily specific to some single run. Some runstream generators include an option to produce a runstream as an @ADD or an @START element. Single execution of some runstream generators may produce several runstreams for separate executions of one or more modules. Appendix K provides a key to the locations of descriptions and examples of runstream generators and generated runstreams. The central table of Appendix K is reproduced here as Table 3.

Table 1. Key to Preprocessor Descriptions

Preprocess(or)	Block # in Fig 7	Parent module	Location of main description or other related material
Prepare range distributions	1	Combat	Annex III to Appendix D
Prepare participation factors	2	Combat	Annex V to Appendix D
Prepare casualty factors	3	Combat	Annex IV to Appendix D
Prepare SSPKs	4	Combat	Annex VI to Appendix D
Prepare weapon-on- weapon preferences	5	Combat	Annex II to Appendix D
Prepare artillery data	6	Combat	Annex I to Appendix D Annex VIII to Appendix D
Prepare inventories and related data	7	Combat	Annex I to Appendix D
Prepare sensor data	8	Combat	Annex I to Appendix D
PREFGEN	12	Combat	Annex VII to Appendix D
RNGDSTGEN	12	Combat	Annex VII To Appendix D
PKSGEN	12	Combat	Annex VII to Appendix D
PROJGEN	12	Combat	Annex VII to Appendix D
PRECSCSS	9	CS/CSS	Annex I to Appendix E

**Table 2. Key to AFP Output Record Copy and
Report Examples and Descriptions
(page 1 of 2 pages)**

Record copy or report	Block # in Fig 7	Related process	Location of descriptions and/or examples
Basedata	6-8	Combat preproc	Annex I to Appendix D Annex VIII to Appendix D
Weapon on weapon preferences	5	Combat preproc	Annex II to Appendix D
Range distribution	1	Combat preproc	Annex III to Appendix D
Casualty factors	3	Combat preproc	Annex IV to Appendix D
Participation factors and engagement characteristics	2	Combat preproc	Appendix V to Appendix D
SSPKs	4	Combat preproc	Annex VI to Appendix D
Allocation "scoreboard"	21	Combat preproc	Appendix D, paragraph D-4c
Killer/victim scoreboard	20	Combat preproc	Appendix D, paragraph D-4d
Quality assurance report (QAREP)	19	Combat	Appendix D, paragraph D-4e
CS/CSS input	9	CS/CSS preproc	Annex I to Appendix E
CS/CSS factors	10	CS/CSS preproc	Annex I to Appendix E Annex II to Appendix E, Figure E-II-9
Special CS/CSS Module	15	CS/CSS Module	Annex II to Appendix E, Figures E-II-2-8
CS/CSS moduli	14	CS/CSS Module	Annex II to Appendix E, Figure E-II-10

Table 2. Key to AFP Output Record Copy and
Report Examples and Descriptions
(page 2 of 2 pages)

Record copy or report	Block # in Fig 7	Related process	Location of descriptions and/or examples
Special Merge Module input (CVALS and FRACTS)	16	CBT/CS/ CSS Merge Module	Appendix F, Figures F-3 and F-4
Raw combat report	17	CBT/CS/ CSS/Mearge Module	Appendix F, Figure F-5
Partial combat potentials	18	CBT/CS/ CSS/Merge Module	Appendix B, Figure B-7 Appendix F, Figure F-6
Final combat potentials	24	Rollup & Stats Module	Appendix B, Figure B-6 Appendix G, Figure G-3
Statistical reports	24	Rollup & Stats Module	Undocumented
Division comparison	25	Division Compare Reporter	Appendix H, Figure H-3
Interpolated final combat potentials	28	Interpo- lation Module	Appendix I, Figure I-3

**Table 3. Key to AFP Runstream Generator
Descriptions and Examples**

Runstream	Block # in Fig 7	Related process	Location of descriptions and/or examples
Prepare combat module input (many)	1-8	Combat preproc	Annexes I-VI to Appendix D
Prepare CS/CSS input	9	CS/CSS preproc	Annex I to Appendix E
GENMRGSSG/SKEL	16	CS/CSS	Annex II to Appendix E
MAINSSG/SKELREP MAINSSG/SGS	11	Combat Module	Appendix D, paragraph D-4
GENMRGSSG/SKEL	16	CBT/CS/ CSS Merge	Appendix F, paragraph F-4
LONGROLLSSG/SKELOPTSX data	22	Rollup & Stats	Appendix G, Section IV
Example only	25	Division Compare Reporter	Appendix H, paragraph H-4
INTERPSSG/SKEL	26	Interpo- lation Module	Appendix I, Section IV

(5) Program. The final sections or paragraphs of an appendix or annex on a module or submodule are usually a description of the corresponding computer program in whole or in part. The description may include a general discussion, a logic flow diagram, source listing, definitions and indexing of principal arrays, line-by-line comments, and MAP element, as appropriate.

APPENDIX A
STUDY CONTRIBUTORS

1. STUDY TEAM

a. Study Directors

Mr. Gerald E. Cooper, Strategy, Concepts and Plans Directorate
LTC Thomas W. Lott, Requirements and Resources Directorate

b. Team Members

Dr. Steve Bravy
MAJ James L. Hubbard
MAJ William R. Milliron
MAJ Edgar E. Stanton, III
Mr. John W. Warren

2. TASK FORCE

a. Leader

COL John L. Rafferty

b. Task Force Members

MAJ Herbert C. Clifton
LTC Raymond K. Elder
LTC Desmond W. Flanigan
MAJ John E. Justice
Ms Beverly M. Knox
MAJ Thomas B. Lingan
MAJ James R. Methere
CPT Jeffrey V. Rogers
Ms Cynthia Trimble
MAJ Tony Tyson
Mr. John W. Warren

3. PRODUCT REVIEW BOARD

Mr. Peter C. Byrne, Chairman
MAJ Thomas C. Wegleitner
MAJ Lester C. Roth

APPENDIX B

THE AFP SYSTEM

B-1. OVERVIEW

a. Figure B-1 presents the AFP system at the level of nondetail usually sufficient for executives and system users. At that level, the AFP approach may be viewed simply as a one-time decomposition of combat from combat support and combat service support, independent one-time processing within the corresponding modules, and finally a merge of CBT/CS/CSS results to yield equipment and organizational combat potentials. There is a clue in Figure B-1 to something more complicated. The term "ROLL UP" within the MERGE and ROLL UP Module implies that just maybe the results of several applications of the Combat Module (routinely, 16 distinct executions and sometimes as many as 160), and the CS/CSS Module (usually only four executions) must be combined to produce complete estimates of combat potential for a single friendly and a single threat division and their constituent equipment. Also from Figure B-1, it appears that an AFP "customer" need do little else than provide an equipment inventory, sit back for a while, and then receive results. It also appears that a threat inventory and sufficient information about item engagement characteristics are available off-the-shelf just as needed for easy AFP exploitation. Any such impressions are, of course, gross oversimplifications. AFP operators and programers must face the grim reality of AFPSYS as it really is. That reality is presented in the following paragraphs and appendices of this volume. The presentation begins with a (very low) resolution view of Figure B-1.

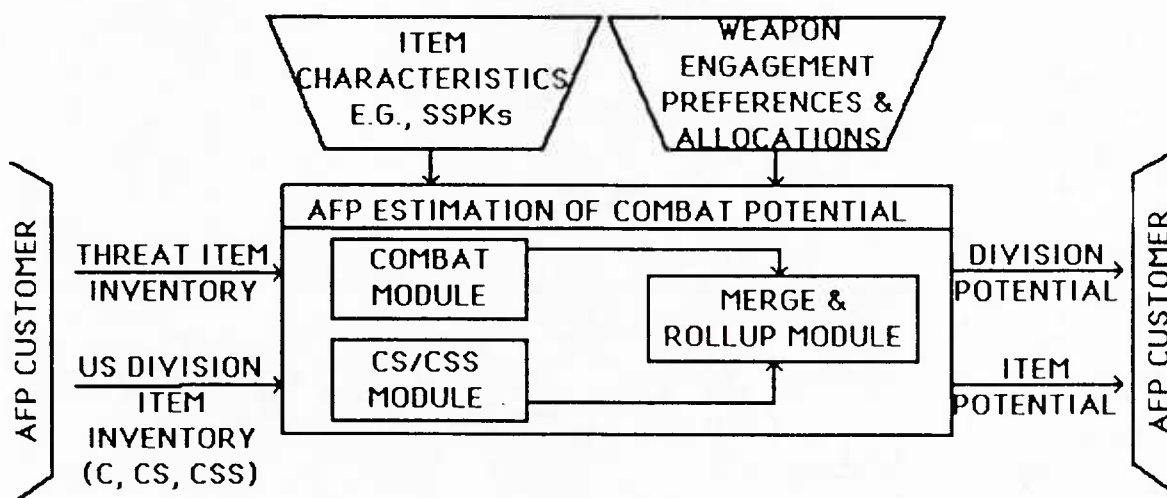


Figure B-1. A Simplified View of the Analysis of Force Potential (AFP) System and Its Relation to Customers, Data and Products

b. Figure B-2 represents the principal parts of the AFP System at higher resolution in a stylized, compact form. Major input, intermediate, and output data files are represented. Major program modules and some utility programs are also shown. In addition, @-symbols key special runstream generation steps and some of the principal runstream examples. Names of many principal absolute elements are included. The purpose of this appendix is to introduce Figure B-2 as a map of the AFP System. The following paragraphs of this appendix provide examples of the notation and conventions used and of the kinds of considerations the operator/programmer should keep in mind throughout the remainder of the volume. The following appendices describe the parts of Figure B-2 in more detail.

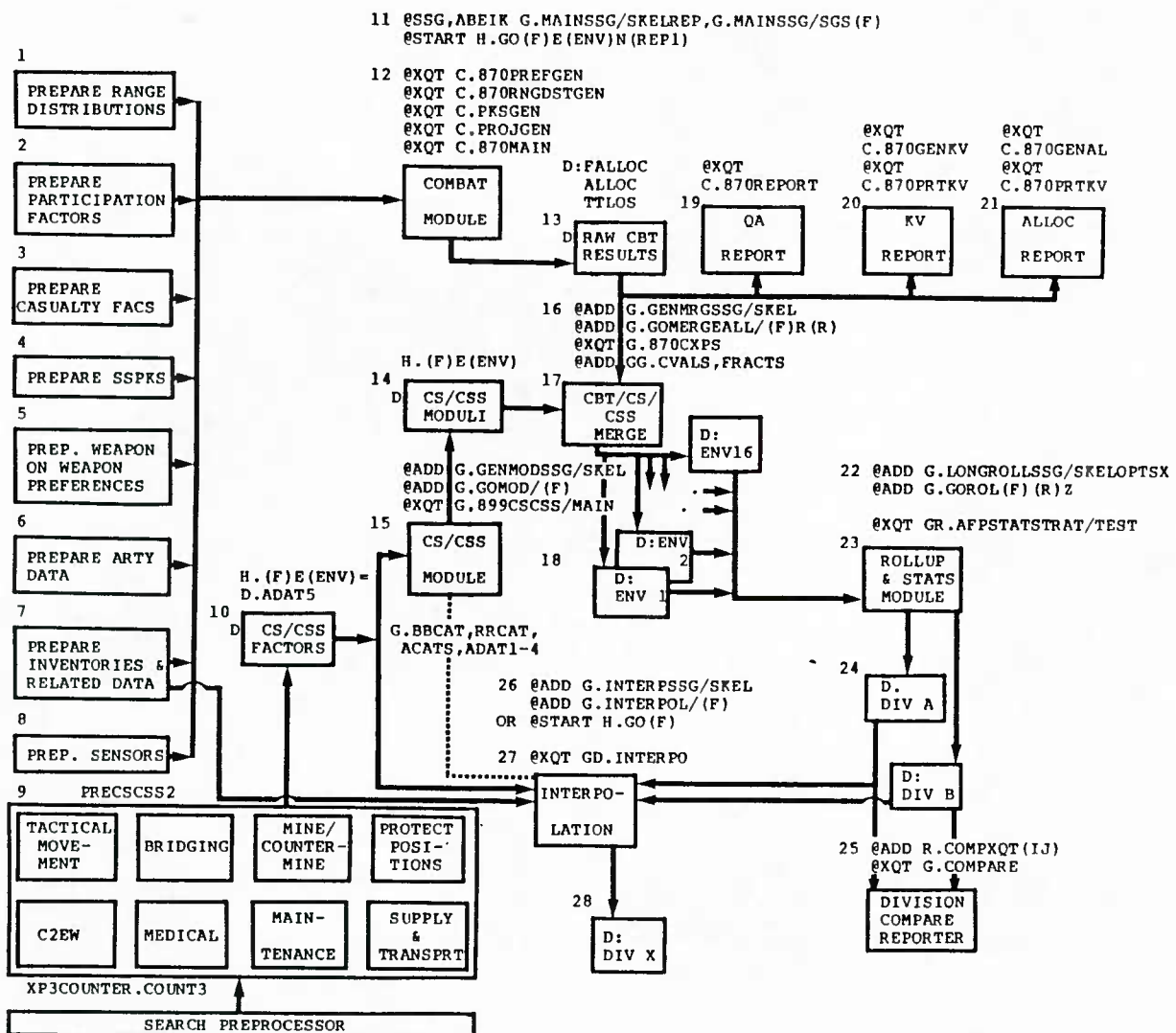


Figure B-2. The Relation Among Principal Data, Modules, Other Components, and Products of the Analysis of Force Potential (AFP) System

c. Figure B-2 does not portray a single, unambiguous system entry. Indeed, scrutiny of the diagram reveals a number of possible entry points. The ambiguity is intentional. Depending on the task, the system may have to be entered many times and perhaps at different points. The arrows in Figure B-2 make it appear that everything necessary may be accomplished in a "single pass." This is not the correct impression. For the sake of simplicity, this diagram has been kept free of the several "loops" usually required to make full-scale application of AFPSYS.

(1) Estimation of the combat potential of a single division requires that much of the AFP System be applied at least 16 times, once for each of the 16 combat environments treated by AFP. In order to achieve greater statistical significance within each environment and overall, the system operator may apply the Combat Module several times using different seeds for the pseudorandom number generator. For example, two seeds and, hence, two executions of the Combat Module, were routine for each environment through most of the system development and testing. In experimental production, 10 replications were performed for each combat environment for each of two stylized US divisions. Among other things, the 10-seed approach meant that the Combat Module (.870MAIN, block 12) and CBT/CS/CSS Merge Module (.870CXPS, block 17) were executed 160 times for each division considered. Once the 160 (16 environment x 10 seeds) ENV files had been produced for a division, the ROLLUP & STATS Module, block 23, was executed only once to produce the combat potentials and statistical analysis for that division, symbolized as DIV A (block 24) in Figure B-2.

(2) The AFP system is intended for estimation of the combat potentials of different divisions. The differences may involve unmodernized and modernized versions of the otherwise same division. The differences may involve alternative inventories of weapons at essentially the same level of technology. Also, of course, there may be interest in the differences between friendly and threat divisions or among US and allied divisions. In general, each different division analysis requires exercise of all or nearly all parts of the AFP System. Hence, interest in a new division, say the one symbolized as DIV B (block 24) in Figure B-2, implies generation of some but not necessarily all new data and execution of the Combat and Merge Modules 16 to 160 or more.

(3) At such time as two or more sets of division potentials have been developed (represented as D:DIV A and D:DIV B in Figure B-2, block 24), then the Division Compare Module (.COMPARE, block 25) may be executed to produce a comparative summary of the potentials of the equipment in two divisions.

(4) Full system execution with 16 (to hundreds of) applications of the Combat and Merge Modules remains more labor and computer intensive than desired. If two divisions have already been processed and if those divisions (again let us say they are DIV A and DIV B) are related as extremes on an inventory continuum, then the AFP Interpolation Module (.INTERPO, block 27) provides a means to approximate the combat potential

of an "intermediate" division, say DIV X (block 28), in a few minutes instead of in several hours of computer time. Division combat potentials for an evolving division at five different times have been "interpolated" in roughly 10 minutes, wall time.

d. A runstream to produce results for a single combat environment from the Combat and Merge Modules may include 150 statements. Sixteen such runstreams involving critical differences from runstream to runstream are required to produce results for all 16 combat environments for a single division. Thus, 2,400 runstream control statements must all be correct to do just part of the work for a single division. Block 11 in Figure B-2 presents a highly abbreviated reference to one of the utility functions within AFPSYS. The first statement, @ADD,ABEIK..., invokes an SSG program that generates all runstreams for the appropriate number of random number seeds for a division. The second statement in block 11, @START..., is a generic representation of a statement to start the runs.

e. Blocks 1-8 provide highly oversimplified references to the seven broad categories of data required by the AFP Combat Module. Over all 16 AFP combat environments, blocks 1-8 may entail generation of hundreds of thousands of data elements.

B-2. AFP PRODUCT

a. Because the only purpose of AFP is to produce estimates of combat potential, the only AFP product of concern must be combat potentials. The remainder of this volume should be viewed in the perspective of producing the intended product. Toward that view, the rest of this appendix is devoted to a preview of the types and form of AFP products.

b. All AFP combat potentials provide estimates of the killing or casualty-producing capability of equipment or organizations relative to one or more measures of the resources lost or expended in attaining that capability. The resource lost may be a weapons platform, a quantity of munitions, or time. For any one weapon, the resource is just one of these types. For an organization, because it usually includes many types of weapons, the organization's potential probably involves all three types of resource expenditure.

c. AFP combat potentials are expressed in two ways:

(1) The first expression of combat potential is in terms of four components. This representation of combat potential is often called the four-valued or four-vector potential. On option, these components may include target value weights. If so, the "personnel" component then includes weighted other weapons (e.g., small arms).

(a) **Personnel.** The personnel component provides an estimate of personnel kills and casualties including dismounted troops and the crews or passengers of weapon- or troop-carrying platforms. In general, the kill or damage of a target contributes to the personnel component of potential depending on input factors that may vary by both target and shooter.

(b) **Light Armored Vehicles.** The second component of the four-valued potential provides an estimate of killed or damaged equipment, including the range of lightly armored vehicles from personnel carriers to self-propelled artillery and many air defense systems. Within the AFP System, mobility, firepower, and total kills are not differentiated.

(c) **Heavy Armored Vehicles.** The third component of the four-valued potential provides an estimate of killed or damaged tanks of all types. Mobility, firepower, and total kills are not differentiated.

(d) **Aircraft.** The fourth component of the four-valued combat potential provides an estimate of killed or damaged aircraft including both rotary and fixed wing. As for the second and third components, the types of kills are not differentiated.

(2) The second form of expression of combat potential is single-valued. It is often called the scalar combat potential. The scalar potential is a weighted sum of estimated kills and damage to target categories. Each of up to 60 target types may correspond to a distinct target category, but in practice, about a dozen categories seem sufficient. The weight (or "value") of a target is an input to AFP; it is not a result derived by the AFP System. Let us be clear about an important distinction. The values of targets are input. The combat potentials of shooters are derived by the AFP System but do depend on the input values of targets. Combat potentials are, in effect, values of shooters. A possible source of confusion is that most shooters can also be targets. Hence, a weapon may have one value as a shooter and a different value as a target.

(3) Both the four-valued and scalar forms of combat potential are frequently presented within a single computer or printed record. Because both forms so often appear side by side, it has become common to refer to a five-valued or five-vector combat potential. However, because this involves nothing more than appending the scalar form to the four-valued form, there is no need to define a third means of expressing combat potential.

d. AFP combat potentials are expressed at two levels:

(1) The potentials of a weapon type may be expressed as combat scores or combat item potentials. The latter are often referred to as CIPs.

(a) A weapon score is the sum of the potentials of all the weapons of that type within a division.

(b) The potential of a single weapon of given type is the CIP of that weapon.

(c) If there are N weapons of a given type within a division,

$$\text{SCORE} = N * \text{CIP}$$

(d) The CIP of a weapon is the same for all weapons of that type within the division. In other words, the CIP is a mean potential for all weapons of that type within the division.

(2) The potentials of an entire organization (division) are referred to as combat organizational potentials or COPs. A COP is simply the sum of the scores of all weapons within the organization.

e. Taken strictly, the terms "scores," "CIPs," and "COPs" imply that combat support and combat service support effects have been accounted by the process called CS/CSS modulation. However, because quantities in the format of scores, CIPs, and COPs are available at an intermediate stage before CS/CSS modulation, it has become common practice to save and report such intermediate values along with the final ones. The terms "unmodulated" and "modulated" have been prefixed to scores, CIPs, and COPs in order to provide the corresponding, necessary distinctions.

f. Also in strict terms, "scores," "CIPs," and "COPs" refer to combat potentials weighted over 16 distinct combat environments. However, because numbers in exactly the same formats appear for each combat environment before the weighted summation over all environments is performed, it has become common practice to refer to the results for a single environment as scores, CIPs, and COPs, too.

g. The foregoing few paragraphs make it clear that AFP provides many opportunities for confusion in terminology and among computer and printed records of "potential." To avoid ambiguity, AFP assigns numeric identifiers to combat potential records. An identifier appears in the first field of each combat potential record. Figure B-3 provides the keys to safe recognition of all related records. Note that separate identifiers are provided for friendly and threat records. Note too that there is no need (or use) for records at divisional level that simply sum CIPs. At divisional level, only sums of scores are significant.

h. With the preceding several paragraphs as preparation, the reader should now be prepared for a first look at an example of AFP output at the very end of the AFP process, that is, following a rollup across all 16 combat environments for a single division and its opposing threat. Figure B-4 includes two ovals showing where such results emerge in relation to the total system. The ovals enclose three possible data files. D:DIV A and D:DIV B emerge as the result of a full system application. D:DIV X emerges at the point where interpolation is possible only because two previously generated files (A and B) "bound" the inventory of DIV X. The next paragraph presents extracts from an example file that could be any one of D:DIV A, D:DIV B, or D:DIV X. However, the results of interpolation do not include Red side potentials.

i. Figure B-5 displays records extracted from a sample output file of AFP combat potential for a notional division inventory and the opposing threat division inventory. Only a subset of the 192 records of the complete file is shown in Figure B-5. In the example, the first four components of potential do not include target values (other than 1.0).

AFP OUTPUT RECORD TYPE IDENTIFIERS (FIELD 1=ISCNT)						
			FOR		OVER	
			EACH VISIBILITY, POSTURE, DAY/NITE		ALL VISIBILITIES, POSTURES, DAY/NITE	
INFORMATION TYPE			BY		BY	
			WPN	COP	WPN	COP
UNMODULATED	BLUE	SCORE	10	11	110	111
UNMODULATED	RED	SCORE	20	21	120	121
UNMODULATED	BLUE	CIP	30		130	
UNMODULATED	RED	CIP	40		140	
MODULATED	BLUE	SCORE	50	51	150	151
MODULATED	RED	SCORE	60	61	160	161
MODULATED	BLUE	CIP	70		170	
MODULATED	RED	CIP	80		180	

Figure B-3. Identifiers of the Principal Type Records (and their contents) for Partial and Final Combat Potential Output of the AFP System

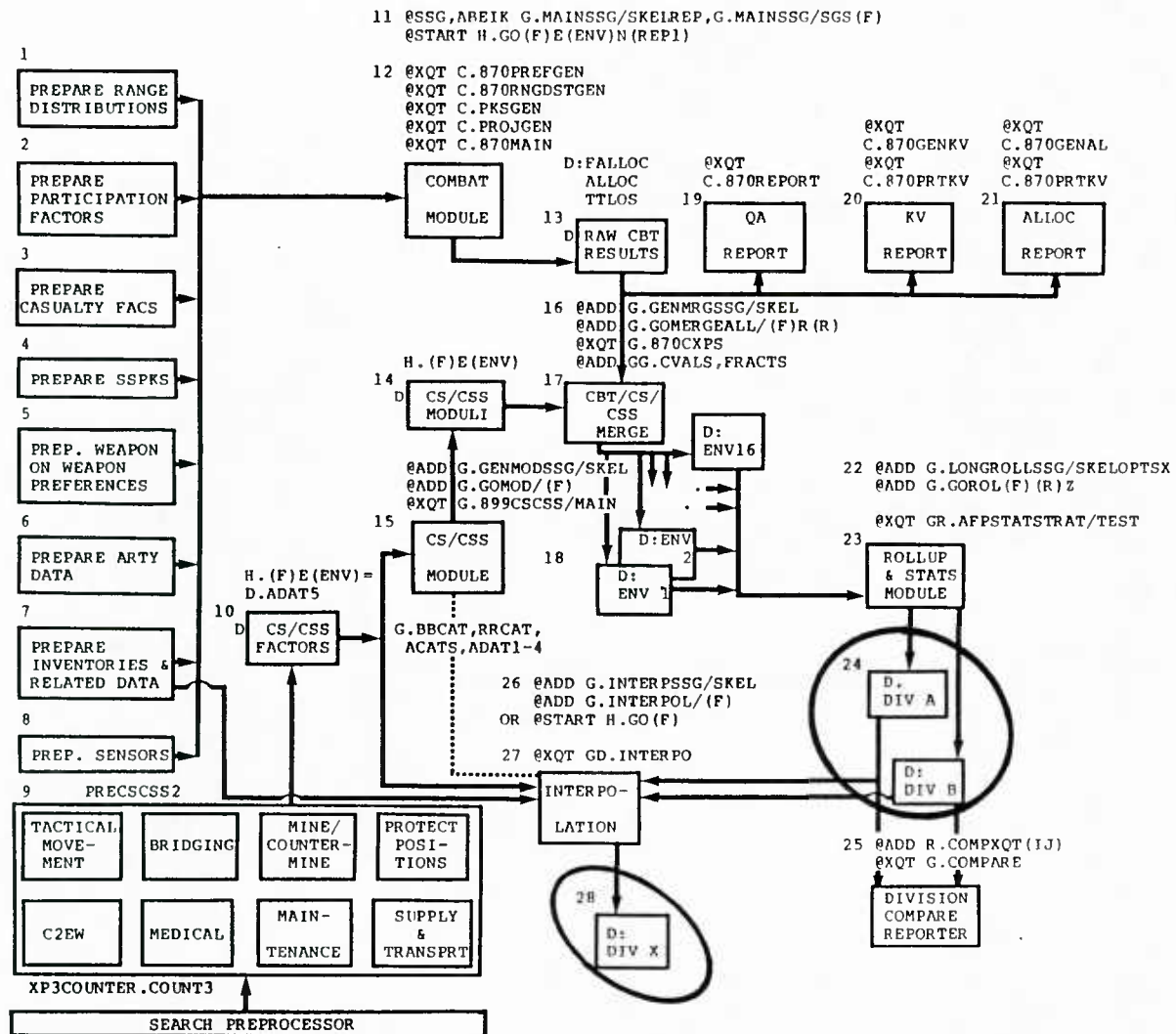


Figure B-4. Points Within the AFP System at Which Final Combat Potentials Are Produced

FIELD															
	1	2	3	4	5	6	7	8	9						
25.	110	E	1	0	0	0	16	991.096	67.506	90.345	.000	21.586	1	1	1
26.	130	E	1	0	0	0	16	4.737	.327	.436	.000	.104	1	1	1
27.	150	E	1	0	0	0	16	990.053	67.287	90.312	.000	21.555	1	1	1
28.	170	E	1	0	0	0	16	4.779	.325	.435	.000	.104	1	1	1
29.	110	E	1	0	0	0	17	524.247	35.921	45.623	.000	11.156	1	1	1
30.	130	E	1	0	0	0	17	4.628	.318	.400	.000	.098	1	1	1
31.	150	E	1	0	0	0	17	523.781	35.855	45.722	.000	11.161	1	1	1
32.	170	E	1	0	0	0	17	4.621	.317	.401	.000	.098	1	1	1
33.	110	E	1	0	0	0	20	2669.735	157.594	180.532	3.791	51.092	1	1	1
34.	130	E	1	0	0	0	20	7.992	.473	.538	.011	.153	1	1	1
35.	150	E	1	0	0	0	20	2673.525	157.388	180.920	4.131	51.470	1	1	1
36.	170	E	1	0	0	0	20	8.000	.472	.539	.012	.154	1	1	1
37.	110	E	1	0	0	0	26	105.556	4.346	.000	8.111	8.841	1	1	1
38.	130	E	1	0	0	0	26	3.175	.131	.000	.244	.265	1	1	1
39.	150	E	1	0	0	0	26	107.007	4.320	.000	8.807	9.538	1	1	1
40.	170	E	1	0	0	0	26	3.218	.130	.000	.264	.286	1	1	1
								*							
								*							
								*							
169.	120	E	1	0	0	0	51	3.160	.074	.000	.000	.016	1	1	1
170.	140	E	1	0	0	0	51	.129	.003	.000	.000	.001	1	1	1
171.	160	E	1	0	0	0	51	3.329	.079	.000	.000	.017	1	1	1
172.	180	E	1	0	0	0	51	.136	.003	.000	.000	.001	1	1	1
173.	120	E	1	0	0	0	52	45.216	7.383	.013	.000	.902	1	1	1
174.	140	E	1	0	0	0	52	.741	.121	.000	.000	.015	1	1	1
175.	160	E	1	0	0	0	52	47.456	7.748	.013	.000	.947	1	1	1
176.	180	E	1	0	0	0	52	.778	.127	.000	.000	.015	1	1	1
177.	120	E	1	0	0	0	56	19.989	2.611	.047	.000	.335	1	1	1
178.	140	E	1	0	0	0	56	.169	.022	.000	.000	.003	1	1	1
179.	160	E	1	0	0	0	56	20.952	2.749	.049	.000	.352	1	1	1
180.	180	E	1	0	0	0	56	.178	.023	.000	.000	.003	1	1	1
								*							
								*							
								*							
189.	111	E	1	0	0	0	0	11916.452	897.693	489.232	103.601	293.738	1	1	1
190.	151	E	1	0	0	0	0	11919.645	894.350	488.403	112.592	302.274	1	1	1
191.	121	E	1	0	0	0	0	898.871	184.892	12.760	89.643	112.274	1	1	1
192.	161	E	1	0	0	0	0	975.283	193.200	13.275	106.670	131.446	1	1	1

Figure B-5. Example Extract Records from Sample File of Final Combat Potentials Produced by the AFP System

(1) Field 1 contains the identifiers corresponding to the keys tabulated in Figure B-3. Note that the file must be a representation of potential relative to all 16 combat environments because the identifiers are greater than 100.

(2) Records 25 through 40 present potentials for four Blue or friendly weapons. Records 169 through 180 present potentials for three Red or threat weapons. There are four records for each weapon. Records 189 through 192 present the COPs for the Blue and Red divisions; respectively.

(3) The subfields of fields 2 and 9 may be filled with blanks or zeros. These subfields provide the means to include special identifiers that may be applied but are not needed if files are carefully named in the first place.

(4) Field 3 contains a number corresponding to a specific weapon type. Although it is not apparent from Figure B-5, Blue and Red weapons may have the same number. However, because the identifiers in field 1 uniquely specify Blue and Red records, there is no ambiguity with respect to weapon type.

(5) Field 4 contains the first or personnel component of the four-valued potential for each weapon or division.

(6) Field 5 contains the second or light armored vehicle component of the four-valued potential for each weapon or division.

(7) Field 6 contains the third or heavy armored vehicle component of the four-valued potential for each weapon or division.

(8) Field 7 contains the fourth or aircraft component of the four-valued potential for each weapon or division.

(9) The literal interpretation of the values in fields 4 through 7 is as estimates of kills, casualties, or damage given the expenditure of the corresponding resource (half-life, basic load, or fortnight).

(10) Field 8 contains the scalar combat potential for each weapon or division.

(11) As noted earlier, because the four-valued and scalar potentials appear in sequence, fields 4 through 8 are considered together as a five-valued or five-vector representation of combat potential.

j. The next example of an AFP product is an intermediate result. Figure B-6 contains an oval enclosing symbols representing similar files for up to 16 distinct combat environments. If the Combat Module is exercised M times for each random number seed, then $M * 16$ files would be enclosed in the oval within Figure B-6. Figure B-7 presents extracted records from just one of the 16 (or $M * 16$) example files so symbolized. Note that Figure B-7 is very much like Figure B-5. The format is the same. The values in fields 4 through 8 differ from those in Figure B-5. Such differences reflect dependence on combat environment and on the uncertainties underlying the stochastic steps in the Combat Module. And of course, the entries in field 1 differ from those in Figure B-5. Figure B-7 represents a single combat environment; therefore, all the identifiers are less than 100. Note that entries in the subfields of fields 2 and 9 are usually not blank or zero. The nonblank, nonzero characters may identify the specific posture, visibility, and day/night condition to which the file corresponds. In Figure B-7, the first four components of partial potentials do not include target value weights (other than implicit 1.0s); however, an AFP option permits weighting of those entries by target values.

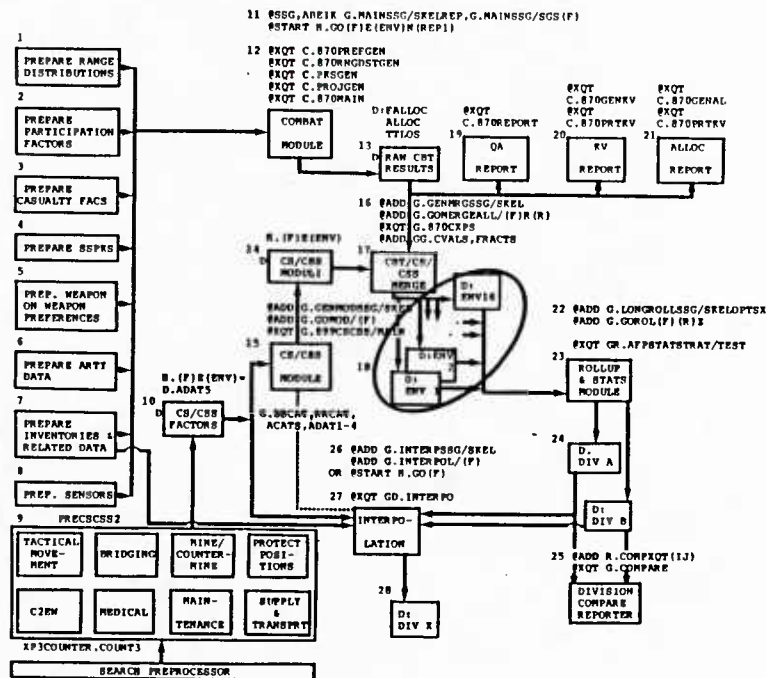


Figure B-6. Point Within the AFP System at Which Partial Combat Potentials Are Produced

	FIELD								
	1	2	3	4	5	6	7	8	9
17.	10	E	1	1	1	16	1191.458	84.925	113.228
18.	30	E	1	1	1	16	5.784	.412	.550
19.	50	E	1	1	1	16	1197.489	85.355	113.802
20.	70	E	1	1	1	16	5.813	.414	.552
21.	10	E	1	1	1	17	644.042	47.542	48.500
22.	30	E	1	1	1	17	5.776	.426	.435
23.	50	E	1	1	1	17	647.302	47.782	48.746
24.	70	E	1	1	1	17	5.805	.429	.437
25.	10	E	1	1	1	20	3252.010	234.271	345.906
26.	30	E	1	1	1	20	9.855	.710	1.048
27.	50	E	1	1	1	20	3272.702	235.457	347.657
28.	70	E	1	1	1	20	9.917	.714	1.054
29.	10	E	1	1	1	26	118.500	6.625	.000
30.	30	E	1	1	1	26	3.703	.207	.000
31.	50	E	1	1	1	26	120.453	6.659	.000
32.	70	E	1	1	1	26	3.764	.208	.000
...									
157.	20	E	1	1	1	51	1.706	.000	.000
158.	40	E	1	1	1	51	.059	.000	.000
159.	60	E	1	1	1	51	1.780	.000	.000
160.	80	E	1	1	1	51	.061	.000	.000
161.	20	E	1	1	1	52	51.161	6.395	.000
162.	40	E	1	1	1	52	.839	.105	.000
163.	60	E	1	1	1	52	53.377	6.672	.000
164.	80	E	1	1	1	52	.875	.109	.000
165.	20	E	1	1	1	56	21.396	1.297	.000
166.	40	E	1	1	1	56	.181	.011	.000
167.	60	E	1	1	1	56	22.322	1.353	.000
168.	80	E	1	1	1	56	.189	.011	.000
...									
177.	11	E	1	1	1	0	16413.689	1193.812	704.285
178.	51	E	1	1	1	0	16494.709	1197.939	705.834
179.	21	E	1	1	1	0	1052.358	180.632	13.746
180.	61	E	1	1	1	0	1144.605	187.630	14.106

Figure B-7. Example Extracts Records from Sample File of Partial Combat Potentials Produced by the AFP System



APPENDIX C

KEY TO AFP PREPROCESSOR DESCRIPTIONS

C-1. OVERVIEW. The AFP System consists of many processes: computer programs, runstream generators, runstreams, and input, intermediate, and output data. Among all processes and programs, AFP draws somewhat arbitrary distinctions between major and minor modules. This short appendix provides a key to those minor modules considered preprocessors. In AFP terms, a preprocessor does not identify something preliminary to AFP. Instead, a preprocessor is part of AFP but involves something preliminary to a major module. Figure C-1 presents the standard view of the AFP System as displayed in many other appendices of this document. The major modules are labeled:

- a. Combat Module
- b. CS/CSS Module
- c. CBT/CS/CSS Merge Module
- d. Rollup and Stats Module
- e. Interpolation

C-2. PREPROCESSOR KEY. Table C-1 lists the AFP preprocessors and the locations of the principal corresponding descriptive material within this documentation. Many descriptions include material on the related data, both input and output, of preprocessors. Any one preprocessor may consist of more than one computer program. Runstream generators have not been included among the AFP preprocessors. The AFP System's runstream generators are separately keyed in Appendix K.

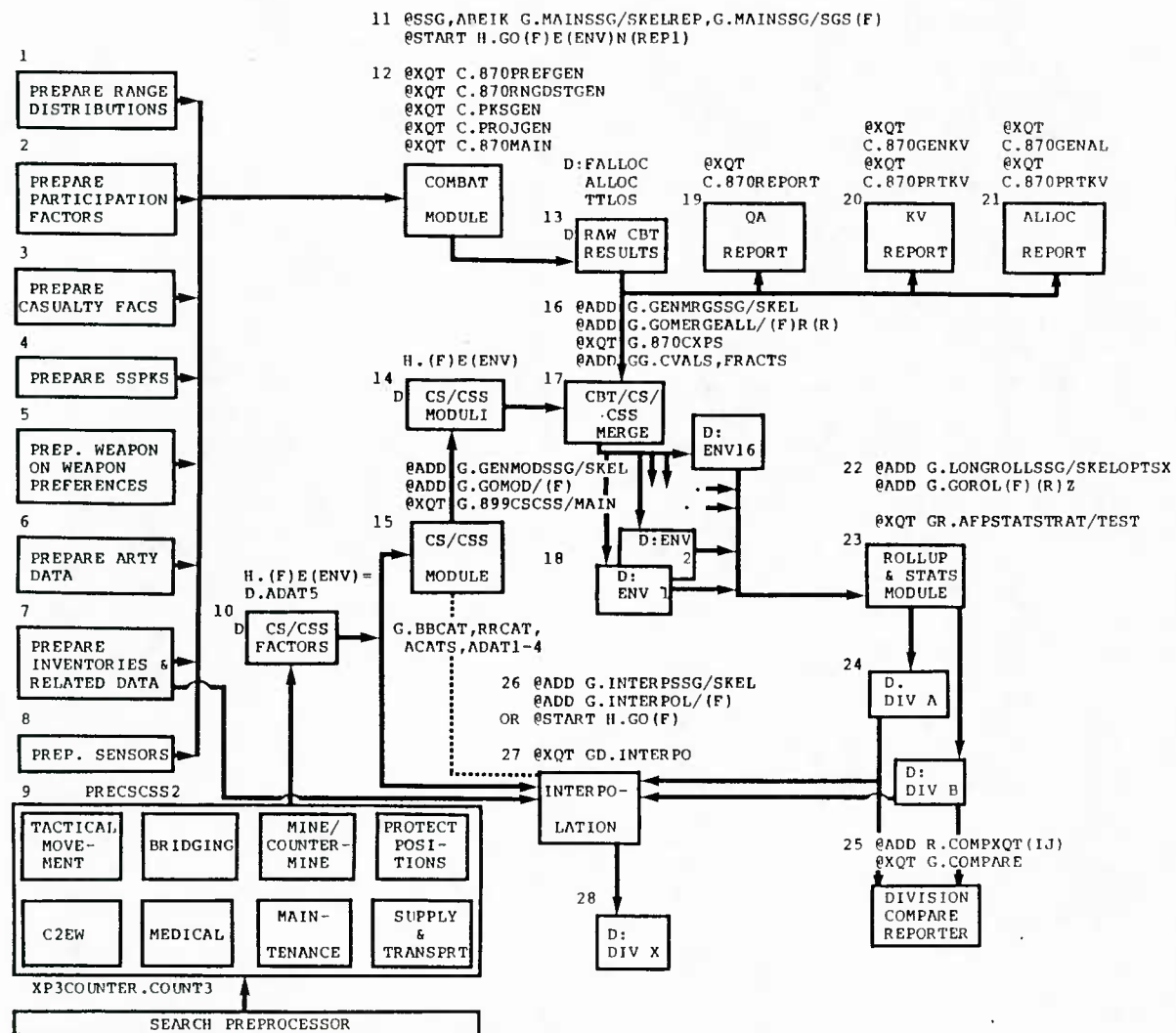


Figure C-1. The Relation Among Principal Data, Modules, Other Components, and Products of the Analysis of Force Potential (AFP) System

Table C-1. Key to Preprocessor Descriptions

Preprocess(or)	Block # in Fig C-1	Parent module	Location of main description or other related material
Prepare range distributions	1	Combat	Annex III to Appendix D
Prepare participation factors	2	Combat	Annex V to Appendix D
Prepare casualty factors	3	Combat	Annex IV to Appendix D
Prepare SSPKs	4	Combat	Annex VI to Appendix D
Prepare weapon on weapon preferences	5	Combat	Annex II to Appendix D
Prepare artillery data	6	Combat	Annex I to Appendix D Annex VIII to Appendix D
Prepare inventories and related data	7	Combat	Annex I to Appendix D
Prepare sensor data	8	Combat	Annex I to Appendix D
PREFGEN	12	Combat	Annex VII to Appendix D
RNGDSTGEN	12	Combat	Annex VII to Appendix D
PKSGEN	12	Combat	Annex VII to Appendix D
PROJGEN	12	Combat	Annex VII to Appendix D
PRECSCSS	9	CS/CSS	Annex I to Appendix E



APPENDIX D

AFP FIREPOWER AND COUNTERFIREPOWER MODULE

D-1. OVERVIEW

a. **Purpose.** This appendix and its annexes are intended to help clarify many of the concepts applied within the AFP System, especially in the AFP Firepower and Counterfirepower Module. Although the AFP Firepower and Counterfirepower Module represents little more than detection and the exchange of fire, the module, for the sake of brevity, is usually labeled the "Combat Module." The relation of the AFP Combat Module, and its pre- and postprocessors, to the AFP System in general is portrayed in Figure D-1.

(1) The AFP Combat Module is a computer program for estimating kills achievable by the weapons of two opposing sides under very special circumstances. By the usual definitions, the Combat Module is not a combat model or a combat simulation. However, the Combat Module does involve the application of some data and techniques of the kinds typically applied in combat modeling and simulation. To a modest degree, the Combat Module does represent many of the aspects of combat addressed in most combat models and simulations. Final products of the AFP System are measures of the static combat potentials of equipment and units. Although heavily "static" in its emphasis, the AFP System in general, and the Combat Module in particular, do not completely disregard battlefield time. The AFP treatment of time is much less sophisticated than would be required if the AFP System were to produce "dynamic" measures of combat potential.

(2) The AFP approach decomposes the military battlefield in several ways. Detection and firing are separated from other combat and the combat support and combat service support (CS/CSS) operations and functions. This separation led to the development of the separate Combat Module and CS/CSS Module within the AFP System. Such separation forced development of a third module, the CBT/CS/CSS Merge Module, to then combine the results of the Combat and CS/CSS Modules. Detection and firing were further decomposed in several ways leading to a special hierarchical representation. Many of the steps and elements involved in and resulting from this process have been given their own names and definitions. The names are old words with new meanings. The old words were chosen to be suggestive, but inevitably, some of the names suggest too much and others suggest too little. Terms involving or implying time tend to be particularly awkward because of the primarily "static" nature of AFP.

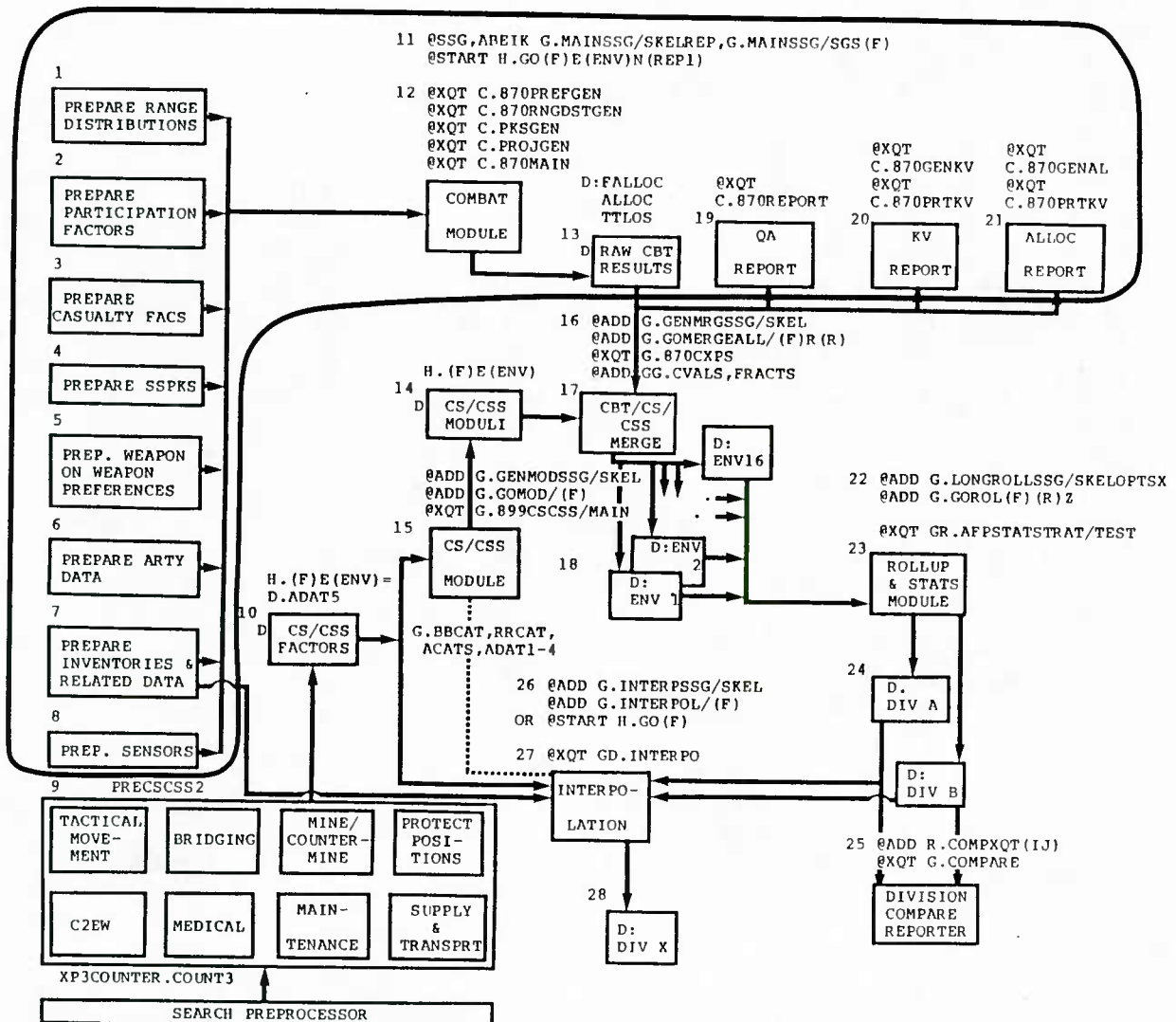


Figure D-1. The Relation of the AFP Firepower and Counterfirepower Module and Its Pre- and Postprocessors to the AFP System in General

(3) The developer of a combat model, a combat simulation, or an AFP System has to figure how best to carve up or decompose the battlefield whole into logically separable parts. Part of the decomposition usually involves invention of a scheme of taxonomy or categorization. Because of many kinds of limitations, the developer usually accepts fewer than the "ideal" number of categories and then struggles to fit enormous variety into too few categories. The combat analyst's art is very much involved with choosing necessary and sufficient categories. The categories must balance the often conflicting demands of specificity and generality. And the assignments of particular entities must satisfy everyone as reasonable--no entities fall between categories and no entity belongs in two or more categories at the same time--everything maps uniquely and correctly.

b. Detection and Firing Engagements. The Combat Module must permit weapons to engage one another as both shooters and targets. There are only two ways in which weapons may engage targets within the Combat Module: as direct firers or as indirect firers. The basic engagement is a direct fire engagement. A direct fire engagement lasts an AFP "day."

(1) A direct fire engagement is one in which one or more direct fire weapons of a single given type engage one or more opposing direct fire weapons of a single given type. In AFP terms, if weapons of each of 10 different types engage opposing weapons of each of 10 different types on a given day, then $10 \times 10 = 100$ distinct engagements would be generated. In usual AFP practice, something less than 100 engagements would occur because of a type-on-type preference and allocation scheme that may preclude some pairings of weapon types. There may be too few weapons of some types to generate a full set of nonzero engagements. Although preferencing, participation, and allocation steps precede engagements in the Combat Module sequence, these processes are not described until after many of the features of engagements have been introduced. Even though the Combat Module must allocate specific numbers of weapons to engagements before the engagements begin, it is the author's choice to describe engagements first as though weapons allocation has already occurred. This is partly to emphasize first those aspects of the Combat Module closest to the killing of targets--the only way that weapons can earn combat potential. This emphasis helps demonstrate the importance of the earlier allocation process. The allocation of too many superior weapons to an engagement can "deny" those weapons full opportunity to earn potential if the weapons run out of targets early. The allocation of too few weapons to an engagement may cause them to be destroyed largely as the result of a locally adverse force ratio. Even though the formal allocation process is described much later, the reader is invited to begin to think about the two-sided problem of balancing weapon allocation among possibly hundreds of different weapon-type-on-weapon-type engagements.

(a) The case of 10 TOWs and 15 T-62 tanks firing at one another comprise a permissible engagement. It is an ordinary direct fire engagement in that each weapon must detect a target before firing.

(b) Two M-1 tanks firing at one unarmed command vehicle also define a permissible engagement, even though that command vehicle cannot be a

shooter. Every "direct fire" platform is a target, even though it may be a weaponless platform. Nevertheless, AFP still refers to such platforms as direct fire weapons because they are subject to the normal direct fire processing logic of the Combat Module. Again, all AFP direct fire weapons are always targets but are not always shooters.

(c) Six (Blue) 155mm howitzers and six (Red) 122mm howitzers firing at one another are also a permissible "direct fire" engagement--though of a special kind. Counterbattery fire is considered direct fire in AFP terms. A counterbattery engagement is special in that a weapon does not "detect" before firing. It is assumed that the firing mission has been defined and given beforehand, i.e., it is assumed that detection occurred sometime before the engagement begins. Weapons opposing one another in the counterbattery version of direct fire engagements are both shooters and targets.

(d) The case of 10 TOWs and 10 T-62 and 5 T-64 tanks firing at one another cannot be a permissible single AFP engagement because the Red side consists of two different weapon types. "10 - X" TOWs versus 10 T-62s and "X" TOWs versus 5 T-64s are permissible as two separate direct fire engagements.

(e) Direct fire weapons, then, may be any of the usual small arms, free AT rockets, ATGMs, tanks, IFVs/CFVs, aircraft, CLGP, fire-and-forget rockets, tube AAA, SAMs, and counterbattery assigned artillery.

(f) Direct fire engagements usually are complicated by having "indirect fire" fall upon them. The mortars and artillery (both tube and rocket) not engaged in direct fire (counterbattery) missions may fire on the full range of direct fire engagements including counterbattery direct fire engagements. If the Blue side possesses 10 types of indirect fire weapons and the Red side also possesses 10 types of indirect fire weapons, then 20 different types of indirect fire weapons may all fire on a single direct fire engagement in which only two types of direct fire weapons are permitted to fire. In this extreme case, the Combat Module manages the fire of 22 weapon types in a single "direct fire" engagement. The direct fire weapons shoot only at one another; they do not fire at the indirect fire weapons. The indirect fire weapons are totally "immune" in this role; they can kill but cannot be killed. This concept, permitting indirect fire weapons to fire upon the direct fire engagements, extends to the counterbattery direct fire engagements. In this special case, the extreme permits (for the above example) only a maximum of 20 weapon types to fire. However, two of those types may be firing in two senses--as counterbattery and as indirect weapons. Any one weapon, of course, cannot be both a counterbattery and indirect firer in that engagement. Some weapons of its type fire exclusively in the counterbattery role; some other weapons of that type fire exclusively in the indirect role. Both the counterbattery and indirect fire weapons may kill the counterbattery weapons; but, as usual, no one can kill the indirect fire weapons (until perhaps, on another "day," some of them become assigned counterbattery roles). The weapons in the counterbattery role are both shooters and targets in the counterbattery version of direct fire engagement. The weapons (which may be of the same

types as those in the counterbattery role) in the indirect fire role are shooters but not targets in the counterbattery (as well as the normal) version of direct fire engagements.

(2) The direct fire engagement is not the smallest combat action represented within the AFP Combat Module. The next smaller action is called a "conflict." And the action next smaller than a conflict is called a "duel." An AFP duel is the smallest combat action at which direct fire is represented. In a sense, a duel is the basic building block of AFP combat representation. AFP may take liberties with the term "duel." The standard definition limits fighting to two persons or parties. AFP duels may generalize the classic one-on-one encounter all the way to a 50-on-1 extreme. (That extreme is an alterable program parameter.) In review, an engagement may consist of one or more conflicts; and a conflict may consist of one or more duels. In the AFP scheme of things, engagements are decomposed into duels, duels are distributed by range and environment, and all the duels at a given range in a given environment are combined as a conflict. Conflicts and duels are described at greater length in the following paragraphs. A conflict cannot last longer than an input-specified maximum time (2.01 minutes is the standard maximum). The survivors of a conflict may fight one another again in another conflict on that day at the same range in the same environment. Provided that there continue to be survivors, conflicts can continue on that day to an input-specified maximum number (four conflicts is the standard maximum). Survivors may be assigned to different opponents, ranges, or environments only at the beginning of a following "day."

(3) The weapons allocated to a direct fire engagement may not all find their way into duels. Some weapons may be lost to other (nonengagement) causes as "external losses" imposed in accord with input-specified factors. Weapons not lost may be diverted or delayed in accord with input-specified participation factors. With allowance for external losses and nonparticipation, suppose net quantities of m Blue and n Red weapons (each of single type) assigned to an engagement are available for assignment to duels. The m and n weapons are grouped by the Combat Module into $\min(m,n)$ distinct duels. This is an AFP rule not an international rule of engagement. That is, there are as many duels as there are weapons on the less numerous side. In AFP terms, in an $S:1$ duel (S weapons opposing one weapon), " S " is called the "odds class" of the duel. Inasmuch as there are to be as many duels as there are weapons on the less numerous side, the less numerous side provides the "1" in every $S:1$ odds class. For any pair of numbers, m and n , there need be no more than two odds classes.

(a) Let $q = \text{INT}(\max(m,n)/\min(m,n))$

$r = \max(m,n) - q \times \min(m,n)$

q and r are both integers.

(b) There need be, at most, the two odds classes: q and $(q+1)$.

(c) The number of duels at $q:1$ is $(\min(m,n) - r)$.

The number of duels at $(q+1):1$ is r .

Clearly, the second of these numbers may be zero.

(4) Once the number of duels by odds class has been determined, the duels must be distributed by range and environment. In all work to date, only one environment per Combat Module run has been represented. Each combat environment of interest forced a separate Combat Module run. For the rest of this description, it is assumed that there is always only one combat environment per Combat Module run. Then the duel distribution problem reduces to one of distribution to six ranges. The standard AFP practice is to limit direct fire shooting engagements to the first five ranges: 250, 500, 1,000, 1,500, and 2,500 meters. The sixth range, well beyond 2,500 meters, is reserved as a "deep area" subject only to indirect fire against mid- to rear-area targets. Figure D-2 presents a graphic representation of the standard range protocol. The symbols represent tank-on-tank engagements with the usual indirect fire. The figure oversimplifies indirect fire in the sense that indirect fire, much as for direct fire weapons, must be distributed by range. For all possible direct fire versus direct fire weapon type engagements, input to the Combat Module specify the intended fractional distributions of duels by range for each type-on-type pairing. The duels previously assigned to the, at most, two odds classes are distributed roughly in proportion to the input-specified fractions by range. Only whole duels are distributed. This means, for example, that a solitary duel can be assigned to only one range leaving five ranges unoccupied. Such a solitary duel would be assigned to the range with the largest fraction within the input distribution. In the event of equal fractions (ties), a duel is assigned to the shorter (or shortest) range with that fraction. Each odds pool is distributed independently of the other. If two odds pools contain exactly one duel each, both of these duels will be assigned to the same range band. Now suppose an odds pool contains two duels. Again, tied fractions are broken by assignments to shorter before longer ranges. The first duel is assigned as already described. The second duel is assigned to the range with the second highest fraction. Obviously, an odds pool must contain at least six duels before each range can receive at least one duel. The fractional range distributions are input as two-place decimal values. Thus, something seemingly as innocent as a "uniform" distribution may produce surprises. Six equal nonnegative two-place decimal fractions cannot be made to total 1.0. In practice, input for the so-called uniform distribution consists of four 0.17s and two 0.16s. The shortest range with 0.17 receives singleton duels. For very large engagements with dozens of duels in each odds class, the result of distributing duels comes close to the input-specified distribution. Once the duels have been distributed by range, all the duels at a given range comprise a conflict, with an obvious maximum of six "simultaneous" conflicts, one for each range. From one conflict to the next on the same day, survivors must remain at their starting ranges, but survivors may be shifted between odds classes at the fixed range.

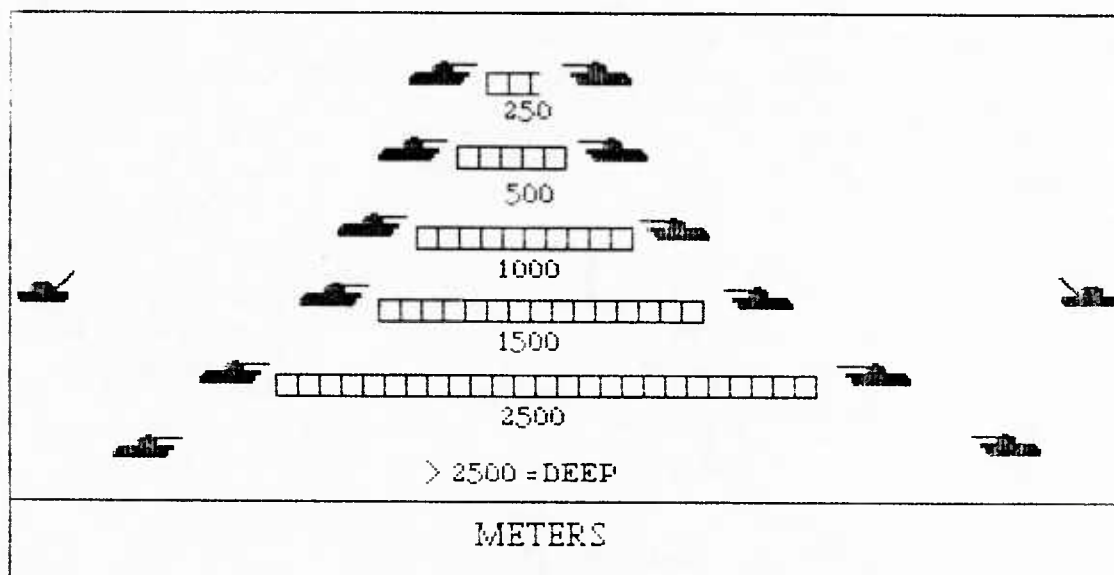


Figure D-2. AFP Standard Ranges of Engagement

(5) For an ordinary (noncounterbattery) direct fire duel, detection or an input-specified number of opponent's shots must precede any firing by a direct fire weapon. At the beginning of the duel, the Combat Module "draws" a detection time "at random" for each direct fire weapon from a detection distribution. For the detection time to be finite, the potential shooting weapon must be able to resolve a target. This means that the potential shooter's detection system must be able to achieve at least an input-specified number of resolvable cycles for the given target size in the given posture and under the given seeing conditions. A weapon gets one detection draw per target up to an input-specified maximum number of targets within the duel. The distribution is implemented within the Combat Module by a subroutine developed by Night Vision Labs as part of its detection/acquisition modeling. Arguments of the detection routine include target size, range, brightness, contrast, attenuation, and sensor type. With other arguments being equal, the more numerous side almost always should have the weapon with the shortest detection time, and hence, get off the first shot. The expected minimum of S draws ($S > 1$) is less than the expected minimum of fewer draws (from the same distribution) whenever the distribution has nonzero variance. Within broad practical limits of resolvable cycles, the detection routine is rather insensitive to target size. In AFP practice, the outnumbered side in a duel is usually in defensive positions and should, in principle and if equipped with the appropriate sensors, make the vast majority of first detections. For sufficient resolution, the routine returns a time-to-detect. Nondetection is flagged.

(6) Notice how time has crept into the Combat Module even though it is not a combat model or combat simulation. "Statics" is about to receive yet another temporal shock. The shooting sequence is important enough to real combat outcomes to force attention to shot sequencing into the Combat Module. The Combat Module depends on a sequencing index. (Perhaps no one will notice that a sequencing index is really just time by another name.) The events in the sequence are direct fire shots or bursts masquerading as "stages" or a little more openly as the critical events in "shot cycles." In general, the underlying times between consecutive stages are not equal; so the sequencing index is not a fixed time unit after all.

(7) How long should a conflict last? Input to the Combat Module imposes one limit: an actual time limit, typically 2.01 minutes. (That 0.01 minute is there to avoid some awkward counting problems that have never been observed but remain a theoretical worry. The 0.01, though, may be a cure for a nondisease.) The Combat Module does keep book against that maximum time. But it also keeps book on shot cycles. Before shooting begins, the Combat Module computes a permissible number of shot cycles within the conflict.

$$\text{SHOT CYCLES} = T * (1/R(\text{INF}) + \text{MAX}(S1, S2)/R(\text{SUP}))$$

where

T	is the maximum time of a conflict
R(INF)	is the refire time of the weapon in use by the numerically inferior side
MAX(S1, S2)	is the larger, nonempty odds class
R(SUP)	is the refire time of the weapon in use by the numerically superior side

All of which simply gives an estimate of how many direct fire rounds would be fired if no weapon were killed and if firing occurred at the mean refire times. Weapons may be killed and refiring times are drawn from a log-normal distribution with the result that the computed SHOT CYCLES alone often does not limit duels to maximum time duration T. Even without kills, duels at the smaller odds class would tend to exceed the time limit T. These are the principal reasons that the Combat Module keeps book on both shot cycles and time. At most, only one direct fire round (or burst) is fired per shot cycle. If no direct fire weapon has detected a target, no direct fire shot is taken, and no "time" elapses against maximum direct fire time. (Indirect fire may occur on the direct fire cycle even though no direct shot is taken.)

(8) The direct fire weapon that shoots first in a duel is the one with the shortest drawn or arbitrarily set detection time. That weapon shoots at the first shot cycle, which "occurs" in real time, at the detection time. The round (or burst) has zero flight time. The SSPK of the weapon/round combination is compared with a randomly drawn number to

determine whether a kill occurred. If a kill occurred, a randomly chosen "live" target is tallied as a kill. That target cannot detect or shoot evermore. A refire time is drawn for the weapon that just fired; that increment is saved for reference in determining at which later shot cycle that weapon gets to fire again if it is not killed in the meantime. Before the current shot cycle is completed, weapons which have not yet detected a target again have detection times drawn from the detection distribution. A successful detection puts that weapon in line to fire at a later shot cycle. A nondetection leaves the weapon flagged as unable to fire; it will get another chance at detection in the next shot cycle. A weapon that has not detected a target by the input-specified nth shot by an opposing side is then assumed to detect (n is weapon specific). Notice that the weapon that just fired may draw a very short refire time from the refire distribution. If its refire time is short enough, it may capture the next shot cycle and fire again before any other weapon fires. In the "long" run, weapons with shorter mean refire times as input will draw shorter refire times from the distribution and capture more of the shot cycles than will equal numbers of slower firing weapons. On the other hand, very numerous slow firing weapons, by their sheer numbers, get many draws from their refire distribution with the increased chance that one of the weapons will draw a short time and thereby capture an early shot cycle. Both for detection and refire times, sheer numbers of weapons increase the chance that some of them may preempt time from technically superior but numerically inferior weapons. During a single shot cycle, all the duels of a conflict are processed. Although the sequence index is the same for all the duels, each duel may be at a different clock time at that cycle. Notice that the probability distributions for detection and refiring are referenced in ways that depend on the numbers of weapons and the results of prior drawings. The net effect should be for the shots by both sides to interweave (subject to chance) properly over the shot cycles. Although direct fire ceases in a duel if all of one side's weapons are lost, the shot cycles continue in order that indirect fire continue to be represented. As noted above, indirect fire weapons may fire at the dueling direct fire weapons. Weaving indirect fire into the direct fire shot cycle sequence is the subject of the next paragraph.

(9) The current version of the AFP System in general, and Combat Module in particular, permits up to 10 types of indirect fire weapons per side to fire on the two weapon types of a normal or counterbattery version of a direct fire engagement. Each of the 20 indirect fire weapon types may have a refire time different from the rest. Hence, the Combat Module must be capable of interweaving 20 different indirect fire rates within the framework of direct fire cycles. Some indirect fire weapons may fire more rapidly than either of an engagement's two direct fire weapon types. Of course, some indirect fire weapons may fire more slowly than the direct fire weapons. And if the direct fire weapons fire at different rates, there may be some indirect fire weapons which fire at intermediate rates. All three of these cases may apply within a single direct fire engagement. Indirect fire is latched to the normal direct fire shot cycles. Whereas only one direct fire shot is permitted per direct fire cycle, indirect fire weapons of a type may fire zero, one, or more volleys within a single direct fire shot cycle. An indirect fire weapon type with refire times

longer than the average time between direct fire shot cycles is permitted to fire only every $R(IND)/R(DIR)$ shot cycles. Inasmuch as this ratio is not necessarily an integer, some compromise has to be made by the Combat Module. An indirect fire weapon with refire times shorter than the average time between direct fire shot cycles is permitted to fire $R(DIR)/R(IND)$ times per shot cycle. This ratio, too, is not necessarily an integer; so again some compromise is necessary. In principle, an indirect fire weapon does not fire its first shot until its input-specified refire time has elapsed. However, an indirect fire weapon with refire time less than or equal to the mean time between direct fire shot cycles will be latched to fire on the first direct fire shot cycle. But because the first direct fire shot depends only on detection time and not the direct fire/refire time, the "time" to the first indirect fire shot(s) may be much shorter than the mean indirect refire time. In fact, if no direct fire weapon has detected a target on the first direct fire shot cycle, no direct weapon will fire nor will any direct fire time elapse. Thus, in the extreme, one or more volleys by an indirect weapon type may occur without so much as the first tick of the "direct fire clock." For all known weapons, this anomaly may be of theoretical interest, but it is not a practical concern.

(a) Consider 1:1 direct fire duels with mean refire times of 1.9 minutes for each of the direct fire weapon types. Also consider an indirect fire weapon type with a mean refire time of 1.5 minutes. Let the conflict duration be 2.01 minutes. Combat Module logic will assign two shot cycles to the duel. The implied average time between shot cycles is $2.01/2 = 1.005$ minutes. Because 1.005 minutes is less than the indirect refire time of 1.5, the indirect fire weapons do not fire on the first shot cycle. The implied time of the second shot cycle is greater than 1.5 minutes; therefore, the indirect fire weapons do fire on the second shot cycle. The "real" time of the second shot cycle may be much less than 1.5 minutes; nevertheless, the indirect fire weapons do fire on the second shot cycle. The net effect of all these times is that the indirect fire weapons of the assumed type fire once during the conflict.

(b) Consider the above example with one change. Now let the refire time of the indirect fire weapons be 0.9 minutes. There are still just two direct fire shot cycles with the implied average time of 1.005 minutes between them. But because 0.9 minutes is less than 1.005 minutes, the indirect fire weapons fire on the first shot cycle. And because 2×0.9 is less than 2×1.005 , the indirect fire weapons also fire on the second shot cycle. The net effect of all these times is that the indirect fire weapons of the assumed type fire twice during the conflict.

(c) Next consider the first example with a different kind of change. Suppose the duel occurs at 2:1 odds. Refire times remain unchanged. The Combat Module logic now assigns three shot cycles. The implied average time between direct fire shot cycles is now $2.01/3 = 0.67$ minutes. The input-specified refire time of the indirect fire weapons is 1.5 minutes. The implied time of the first shot cycle is 0.67 minutes. Because 0.67 is less than 1.5 minutes, the indirect fire weapons do not fire on the first shot cycle. And because 2×0.67 is less than 1.5 minutes, the indirect fire weapons do not fire on the second shot cycle either. Yet, on the

third shot cycle, 3×0.67 is greater than 1.5 minutes; thus, the indirect fire weapons do fire on the third (the last) shot cycle. The net effect of the interweaving of all these implied and real times is that the indirect fire weapons fire only once during the conflict.

(d) Finally, consider the second example with one change. Suppose the duel occurs at 2:1 odds. As in the third example, the Combat Module assigns three shot cycles with the implied average time between shot cycles of 0.67 minutes. The input-specified refire time is 0.9 minutes. The implied time of the first shot cycle is 0.67 minutes; because this is less than 0.9 minutes, the indirect fire weapons do not fire on the first direct fire shot cycle. Because 2×0.67 is greater than 0.9 minutes, the indirect fire weapons do fire on the second direct fire shot cycle. And because 3×0.67 is greater than 2×0.9 minutes, the indirect fire weapons fire again on the third shot cycle. The Combat Module logic is such that two, and exactly two, volleys are fired even if the conflict has 10 shot cycles; of course, the cycles on which the volleys are fired does depend on the number of shot cycles.

(e) The examples just described may seem like separate, unrelated conflicts of more theoretical than practical concern. Rounding to integral numbers of indirect fire volleys is a practical requirement and may be expected to induce some differences in the number of rounds fired from engagement to engagement. But as just shown, it is possible for the number of volleys to change between conflicts within the same engagement. An early conflict may involve entirely 1:1 duels. Attrition in the early conflict may cause a later conflict on the same day to occur at 2:1 (or higher odds). A change in the odds class changes the number of shot cycles and can (but usually does not) change the number of indirect fire volleys. In the example above, the odds increased in the "later" conflict. An example in which the odds decrease can be contrived just as easily. The point is that the number of indirect fire volleys may change upward or downward or may remain the same for conflicts on the same day within a single type-on-type engagement. Such changes are primarily artifacts of Combat Module logic for latching indirect fire to direct fire shot cycles. That logic is a potential source of variation in AFP results largely unrelated to the usual issues addressed in comparing weapons and units. The bottom line: BE CAUTIOUS.

(10) Consider a direct fire shot cycle with indirect fire latched to it. Because of the possibly different refire times of different indirect fire weapon types, less than all indirect fire weapon types are likely to be eligible to fire in this direct fire shot cycle. Or, if noneligibility to fire is considered to be eligibility to fire zero rounds, then each indirect fire weapon type is "eligible" at each direct fire shot cycle. Within a shot cycle, indirect firing is processed before the direct firing. Each indirect fire weapon type is considered in turn. Each of the previously assigned (the assignments are not described until later) indirect fire weapons of that type fires its "eligible" number of rounds: zero if its refire time ratio to the direct refire times does not "hit" this shot cycle, one round if the refire cycles match, more than one round

if the indirect weapon is a rapid firer. All assigned weapons of that indirect fire weapon type fire their eligible number of rounds, say E rounds each. The net effect, if there are A assigned weapons, is for weapons of that type to fire E volleys of A rounds at the beginning of the otherwise direct fire shot cycle. Each such round is credited with an input-specified fractional kill capability K . Thus, the assigned indirect fire weapons of the type under consideration are "expected" to kill $A \times E \times K = T$ targets. Usually T is not an integer. $\text{INT}(T)$ kills are assessed directly against the targets within the conflict. $\text{INT}(T)$ pointers to duels within the conflict and to targets within the duels are generated. If the target "pointed to" had not been killed previously in an earlier or this shot cycle, it is flagged as killed, and a kill is credited to the indirect weapon type. If the target "pointed to" had been killed previously, no credit for a kill is given, and the round is, in effect, wasted. In one sense, $\text{INT}(T)$ is a deterministic number of kills with only the identity of the victim(s) to be determined. But as just explained, there is an element of uncertainty inasmuch as there may be fewer than $\text{INT}(T)$ live targets. The fractional part, if any, of T must be assessed. Let $T' = T - \text{INT}(T)$ be the fractional part of T . Recall that only whole targets can be killed and credited. T' is compared with a randomly drawn number to determine whether 1.0 or 0.0 kill is to be attempted to be credited. There is obviously no need to attempt to credit 0.0 kill. However, an attempt to assign 1.0 kill may succeed or fail. A pointer to a conflict and duel is generated randomly; if the pointer points to a live target, a kill is flagged and credited; if the pointer points to a killed target, no kill is credited. Indirect fire weapon types are processed in numerical index order. The first type has the greatest opportunity to score kills in the sense that following types may face fewer live targets. Fortunately, most of the indirect fire weapons yield such small T values that "who shoots first" is more of a theoretical than practical concern. But note that all the indirect fire kills are taken off the "top" in a shot cycle, possibly reducing the opportunities for the direct fire weapons to score kills, and thereby earn combat potential. Again, the small T values of typical indirect fire should only rarely deny opportunity to the direct fire weapons by killing them or their targets "prematurely." Even after one side's direct fire weapons have been killed (by indirect or direct fire or their combination), indirect fire will continue to latch on following shot cycles. Thus, a surviving side may continue to receive indirect fire and suffer losses until SHOT CYCLES is reached. Indirect fire is not limited by MAXIMUM TIME. In principle, indirect fire should stop at MAXIMUM TIME, but book is not kept on time after the direct firing has stopped. The preceding discussion is keyed to indirect fire falling on direct fire duels in the first five ranges where direct fire weapons may fire on one another on shot cycles. At the deep range, the so-called direct fire weapons do not fire on one another; hence, indirect fire is latched to artificially generated shot cycles.

c. Weapon Preference and Allocation. The preceding paragraphs have described many of the features of direct fire engagements given the numbers of engaging direct fire weapons and the numbers of indirect fire weapons firing on the direct fire weapons. This paragraph describes the processes by which those supposedly "given" numbers are determined. The underlying

problem is very close to ones frequently described as assignment or allocation problems--so close that it seems useful to borrow some of the terms and illustrations of that field. The description also has a bit of game theoretic flavor, even though the Combat Module itself does not.

(1) Suppose a sort of two-sided game in which one side possesses two kinds of resources (U and V), and the other side possesses two kinds of resources (X and Y). Let there be a game board divided into quarters marked 1, 2, 3, and 4.

Game board or
matrix

1	2
3	4

Side 1 may put some of U in cell 1 and some in cell 2. Side 1 may put some of V in cell 3 and some in cell 4. Side 2 may put some of X in cell 1 and some in cell 3. Side 2 may put some of Y in cell 2 and some in cell 4.

Allocation matrix

U1,X1	U2,Y2
V3,X3	V4,Y4

All quantities must be nonnegative, and they should satisfy some simple relations.

$$U1 + U2 \leq UTOT$$

$$V3 + V4 \leq VTOT$$

$$X1 + X3 \leq XTOT$$

$$Y2 + Y4 \leq YTOT$$

i.e., neither side may assign more of a resource than it has in total.

(2) Next suppose that Side 1 earns points in accord with some formula:

$$S1 = Q1(U1,X1) + Q2(U2, Y2) + Q3(V3,X3) + Q4(V4,Y4)$$

and that Side 2 earns points in accord with some formula:

$$S2 = R1(U1,X1) + R2(U2,Y2) + R3(V3,X3) + R4(V4,Y4)$$

(3) Presumably, Side 1 would like to assign its resources (i.e., pick the values U1, U2, V3, and V4) in a way that gives high assurance of achieving a good score S1 for itself but with some regard for the score S2 achieved by the other side. And presumably, Side 2 would like to assign its resources (i.e., pick values X1, X3, Y2, and Y4) in a way that gives

high assurance of achieving a good score S2 for itself but with some regard for the score S1 achieved by the other side. Game theorists know how to make these assignments provided some very special circumstances apply. In AFP those special circumstances do not apply. Nevertheless, the AFP Combat Module must make resource (weapon) assignments in cases with up to 60 kinds of resources for each side, implying up to a 60 x 60 game board. In AFP terms, a side may assign only one type of direct fire weapon to a cell, but it may assign all of its indirect fire weapon types to a cell. There is no AFP assignment/allocation algorithm for maximizing a side's combat potential much less while simultaneously minimizing the opponent's combat potential--or vice versa--or both together in a two-sided min-max sense. Nevertheless, there is an AFP algorithm that does make all the assignments. More accurately, there are two algorithms, one for direct and another for indirect fire weapon assignment/allocation. The most that is ever said for the algorithms is that they usually lead to "reasonable" allocations. And in those cases where allocation results are objectionable, the AFP customer is invited to suggest better rules--hardly a trivial matter.

(4) Consider again the four-celled game board appropriate for the special case in which each side possesses only two types of resources. And for the time being, suppose that there are equal (or standard) quantities of all resources. Then, it seems helpful to think in terms of "preferences."

Fractional preference matrix

$p(U,X), p(X,U)$	$p(U,Y), p(Y,U)$
$p(V,X), p(X,V)$	$p(V,Y), p(Y,V)$

$p(U,X)$ represents Side 1's "fractional preference" to have resource U engage Side 2's resource X. $p(X,U)$ represents Side 2's fractional preference to have resource X engage Side 1's resource U. All $p()$'s should be nonnegative. For ordinary direct fire weapons, it is intended that:

$$p(U,X) + p(U,Y) = 1.0$$

For the special counterbattery version of direct fire, the corresponding relation is:

$$p(U,X) + p(U,Y) = f(U) \leq 1.0$$

with the implication that $(1.0 - f(U)) \times UTOT$ of weapon type U will be assigned to the indirect fire role. At first, it may seem satisfactory to let, for example (here again assuming ordinary direct fire):

$$U1 = p(U,X) \times UTOT$$

In the case where weapons are equal in quantity, this simple expression may be sufficient. But the allocation method should also produce reasonable results under some other special cases. If $XTOT = 0$, then Side 1 should let $U1 = 0$. In other words, do not waste weapons by assigning them to

cells empty of opponents. Also, if Side 2's weapon X is a greater killer of Side 1's weapon U, Side 1 must be prevented from escaping free simply by choosing $p(U,X) = 0$. Consider the generalizations to handle these special cases in reverse order.

(a) The first generalization is intended to provide some reconciliation of two sides' differences in preference. The intent is to force at least some "reluctant" weapons to engage difficult opponents and to preclude at least some "eager" weapons from engaging easy targets. This is accomplished by modifying fractional preferences in such a way that two different preferences move half-way toward their mean value. For example:

$$\begin{aligned} p'(U,X) &= (\text{mean}) + (\text{half the difference from mean}) \\ &= 0.5(p(U,X) + p(X,U)) + 0.5(p(U,X) - 0.5(p(U,X) + p(X,U))) \\ &= 0.75p(U,X) + 0.25p(X,U) \end{aligned}$$

Incidentally, this expression is correct whether $p(U,X)$ is greater than, equal to, or less than the mean of $p(U,X)$ and $p(X,U)$. It is also the mean of the original preference with the mean of the two original preferences.

$$p'(U,X) = 0.5(p(U,X) + 0.5(p(U,X) + p(X,U)))$$

The result of performing this step for all cells will usually lead to a relation:

$$p'(U,X) + p'(U,Y) <> 1.0 \text{ (or } <> f(U) \text{ in the general case)}$$

Therefore, the first modified preferences are modified again by renormalizing them to yield the original totals. For example:

$$p''(U,X) = (p'(U,X) \times f(U)) / (p'(U,X) + p'(U,Y))$$

The renormalized, modified preferences satisfy:

$$p''(U,X) + p''(U,Y) = f(U)$$

The Combat Module performs these steps for up to 60 weapon types on each side.

(b) The second generalization makes allocation depend not only on the fractional preferences but also on the opponent's inventory quantities. The intent is to allocate more than the simple fraction of one's weapon type if the opponent has more than "average," and to allocate less than the simple fraction of one's weapon type if the opponent has less than the "average" number of the type in question. This is why it was suggested that the original fractional preferences be thought of in the special context of equal numbers (or standard numbers) of weapons. Analysts seem to waver between notions of equal and standard numbers of opponents as they "fill in the blanks" on a fractional preferences input forms. Whatever

those analysts' feelings were during input data generation, the Combat Module adjusts for opposing inventories; for example:

$$U1 = UTOT \times \frac{(p''(U,X) \times XTOT)}{(p''(U,X) \times XTOT) + (p''(U,Y) \times YTOT)}$$

$$U2 = UTOT \times \frac{(p''(U,Y) \times YTOT)}{(p''(U,X) \times XTOT) + (p''(U,Y) \times YTOT)}$$

These allocations have many of the intended properties.

1. $U1 + U2 = UTOT$
2. The renormalized, reconciled fraction preferences $p''()$ are used
3. If there is no opposing weapon (e.g., if $XTOT = 0$), none of resource U will be allocated to engage it
4. If the original fractional preferences have been picked with an underlying notion that all types of opposing weapons were equal in number (i.e., $XTOT = YTOT = ATOT$), the expression, for example, for $U1$ above becomes:

$$U1 = UTOT \times \frac{(p''(U,X) \times ATOT)}{(p''(U,X) \times ATOT) + (p''(U,Y) \times ATOT)}$$

$$U1 = UTOT \times \frac{p''(U,X)}{p''(U,X) + p''(U,Y)}$$

where for the usual direct fire weapons

$$p''(U,X) + p''(U,Y) = 1.0$$

yielding the original "intuitive" form

$$U1 = UTOT \times p''(U,X)$$

Hence, the generalized procedure includes the original special case.

(5) The allocated weapons need not all get into conflicts. As noted later, the numbers allocated may be reduced as the results of external losses or participation factors less than 1.0.

(6) In general, application of the allocation procedures described so far does not yield integers. Therefore, the Combat Module includes additional steps. The integral parts of allocations are left "in place." The fractional parts are redistributed in integer parts to the engagements in order of descending size of the former fractional parts.

(7) The allocation of indirect fire weapons is similar to the process described above for the direct fire weapons. For indirect fire weapons, fractional preferences and participations are input as a single combined number--one for each direct fire weapon (target) type. One constraint is relaxed, however. The same indirect fire weapons may be considered to fire on different engagements because different types of direct fire weapons may be collocated within the same target area even though the Combat Module has artificially segregated all direct fire weapons into pure-type-on-pure-type engagements: conflicts and duels. Recall that some weapons of indirect fire type may be unavailable as indirect firers because they have been treated as counterbattery (i.e., special direct fire) weapons. As usual, the early steps of allocation may produce numbers that are not pure integers. The Combat Module includes logic to distribute fractional parts so that only integral numbers of indirect firers are finally allocated.

(a) Not all of the indirect fire weapons should fire on every engagement cell involving the given type of direct fire weapons. If W_1 weapons of a total of W_T weapons of the direct fire type have been allocated to engagement cell 1, then only W_1/W_T of the indirect fire weapon type are allocated to cell 1. The fraction W_1/W_T is determined during execution of the Combat Module. At this stage, (W_1/W_T) , of the indirect fire weapons have been allocated to engagement cell 1. The Combat Module distributes those indirect fire weapons across ranges in proportion to the input-specified range distribution for each corresponding indirect fire weapon type. If a fractional number of indirect fire weapons is assigned to a range, the number is rounded up or down stochastically in proportion to the fractional part of the assignment.

(b) The indirect fire weapons assigned to fire on engagement cell 1 do so under the assumption that rounds fall within a doctrinal target area against targets at doctrinal densities. The preprocessor derived fractional kills per round for this assumption. As the first conflict of a day runs its course, some of the direct fire weapons may be killed by direct or indirect fire weapons. The killed weapons remain within the implied array, thereby maintaining target densities consistent with the assumptions. Hence, it is appropriate to continue to use the same fractional kills per round and the same number of direct fire weapons throughout the first conflict. The Combat Module continues to distribute hits in accord with the original densities but does not give credit for killing the same target more than once. If subsequent conflicts occur on the same day, the Combat Module removes all targets killed in the preceding conflict. One effect is to reduce the target density below that assumed during the original

derivation of the fractional kills per round input to the Combat Module. The Combat Module continues to use the same fractional kills per round throughout all conflicts during a day. However, the Combat Module compensates by reducing the number of indirect fire weapons firing on the ensuing conflicts. The factor $W1/WT$ defined above is generalized such that $W1$ represents only the survivors of the preceding conflict. Although the adjustment is made to the number of indirect fire weapons assigned, the result is equivalent to having made the adjustment to the fractional kills per round. One systematic error does remain, however. No attrition occurs to the indirect fire weapons during the course of a Combat Module day. The counterbattery fire weapons are attrited during the course of a day, but such attrition cannot affect the number of indirect fire weapons until the beginning of the following day.

d. Census Space Formalism

(1) The "normal viewpoint" for considering the estimation of AFP combat potential is that of an observer of the census of up to 120 weapon types: up to 60 Blue types and up to 60 Red types. Column A of Table D-1 represents the initial number of m Blue weapon types by the symbols $x0(1)$, $x0(2)$, ..., $x0(m)$ and the initial numbers of n Red weapon types by the symbols $y0(1)$, $y0(2)$, ..., $y0(n)$. Together these symbols define a point in a census space of $(m+n)$ dimensions. Column A can be considered the position vector of the starting point for a run of the AFP Combat Module.

Table D-1. AFP Combat Potential Estimation in "Census Space"

Col A		Col B		Col C		Col D	
$x0(1)$		$x1(1)$		$(1-f)x0(1)$		$x1'(1)$	
$x0(2)$		$x1(2)$		$(1-f)x0(2)$		$x1'(2)$	
.		.		.		.	
.		.		.		.	
$x0(m)$		$x1(m)$		$(1-f)x0(m)$		$x1'(m)$	
$y0(1)$		$y1(1)$		$y1'(1)$		$(1-f)y0(1)$	
$y0(2)$		$y1'(2)$		$y1'(2)$		$(1-f)y0(2)$	
.		.		.		.	
.		.		.		.	
$y0(n)$		$y1(n)$		$y1'(n)$		$(1-f)y0(n)$	

(2) Column B of Table D-1 represents the numbers of weapons remaining or surviving at the end of a run of the AFP Combat Module. Column B can be considered the position vector for the ending point of a Combat Module run. The Combat Module does not generate much more information than the equivalent of Columns A and B. (Actually, the Combat Module does produce the equivalent of Columns A and B for each "day" of a Combat Module run.

And because the module decomposes combat into weapon-type-on-weapon-type duels, information about the starting and ending points for duels is also available. However, this section formally introduces decomposition in later paragraphs. For the time being, the reader should wait patiently for decomposition to appear in logical order.)

(3) One of the problems faced in estimating combat potential is to make the measure of potential depend on both enemy and friendly losses. The losses generated in an AFP Combat Module run are given by the difference between Columns A and B of Table D-1 as the ordinary vector difference $A-B$. Some analysts favored making combat potential a weighted sum of selected elements of the vector $A-B$. It was clear that the result of such a computation would, in general, depend too strongly on the number of "days" examined in an AFP Combat Module run. A result so strongly dependent on a number of "days" was objectionable on the grounds that the measure retained too much time-like flavor to be considered a static measure. Also, static or dynamic, no one offered a sound basis for picking the "correct" number of days. Although not necessarily objectionable, the fact that the side whose potential was being estimated generally lost different fractions of its weapon types did seem to confuse interpretation of the resulting measure. To have unequal fractional losses for all or nearly all weapons on both sides makes division or force comparisons that much more confusing. Letting both the numerators and denominators of exchange-like ratios float implied an unspecified standard of comparison. The need to consider, at least in part, exchange-like ratios arose with the commitment to treat both losses inflicted and losses suffered.

(4) The concepts and operations described in this and the following subparagraphs are applied in the AFP CBT/CS/CSS Merge Module, not in the Combat Module. The Column B vector in Table D-1 represents a point in census space in which all surviving strengths correspond to a single instant in Combat Module "time," the end of the last module "day." That point is a natural one in the sense of the Combat Module. There are other natural points in census space--natural from other points of view. One such point is the one representing an estimate of Red (y) surviving strength given that exactly $(1-f)$ of each Blue (x) weapon strength survives, i.e., the point for which all Blue coordinates are of the form $(1-f)x_0(i)$ for $i=1$ to m . The obvious question is, "What are the corresponding Red (y) coordinates $y_1'(j)$ for $j=1$ to n of the point?" The position vector of this point is represented in Column C of Table D-1. In general, the coordinates $y_1'(j)$ must be functions of the coordinates $(1-f)x_0(i)$. The combat potential (without CS/CSS modulation) for the entire Blue force (symbolized as BCOP) is then calculable as follows (with $v(j)$ the assigned value of target type j):

$$BCOP = \sum_{j=1,n} v(j) (y_0(j) - y_1'(j; (1-f)x_0(1), (1-f)x_0(2), \dots, (1-f)x_0(m)))$$

This formula is simply the weighted difference between the y portions of the vectors in Columns A and C. As yet, nothing has been revealed about the form of the functional dependence of the y_1' on the fixed coordinates $(1-f)x_0(i)$; two families of functional forms are presented in paragraph D-1e. An important assumption of AFP is that the foregoing expression for BCOP can be decomposed as follows:

$$BCOP = \sum_{j=1,n} v(j) \sum_{i=1,m} (y_0(j,i) - y_1'(j,i;(1-f)x_0(i)))$$

The decomposition reflected in this expression corresponds to the way in which the AFP Combat Module decomposes total combat into engagements between single types of direct fire weapons. The generalized notion splits the total of y-type j $y(j)$ into components, into the portions engaging Blue type i $y(j,i)$. Similarly, $x(i,j)$ represents the portion of Blue type i engaging Red type j.

(5) CS/CSS modulation involves multiplying the terms in the preceding expression by the moduli appropriate to the particular weapon type i and j pairings. The modulated Blue COP is symbolized as BMODCOP and is calculated in accord with the following expression:

$$BMODCOP = \sum_{j=1,n} v(j) \sum_{i=1,m} (BCSCSS(i,j)) (y_0(j,i) - y_1'(j,i;(1-f)x_0(i)))$$

(6) The determination of unmodulated and modulated Red COPs is perfectly symmetrical with that for the Blue COPs above. The corresponding expressions may be generated by replacing "B" by "R" and exchanging y and x wherever they appear above. In census space, the operation corresponds to taking the difference between the x portions of the vectors in Columns A and D of Table D-1.

(7) The unmodulated Red COP is given by (with $u(i)$ the assigned value of target type i):

$$RCOP = \sum_{i=1,m} u(i) (x_0(i) - x_1'(i;(1-f)y_0(1),(1-f)y_0(2),\dots,(1-f)y_0(n)))$$

(8) Decomposition of the foregoing expression to correspond to the AFP module's weapon-type-on-weapon-type duels yields:

$$RCOP = \sum_{i=1,m} u(i) \sum_{j=1,n} (x_0(i,j) - x_1'(i,j;(1-f)y_0(j)))$$

(9) Modulation of the unmodulated Red COP requires inclusion of the CS/CSS moduli corresponding to the specific j and i type weapon pairings.

$$RMODCOP = \sum_{i=1,m} u(i) \sum_{j=1,n} (RCSCSS(j,i)) (x0(i,j) - x1'(i,j;(1-f)y0(j)))$$

e. Some Examples for Two-dimensional Vector Fields

(1) The AFP Combat Module is based, among other things, on an assumption that combat in a census space of up to 120 dimensions may be decomposed to a satisfactory degree of approximation as independent direct fire duels (with some intrusion by indirect fire) in up to 3,600 two-dimensional subspaces. At its most fundamental level, AFP combat analysis reduces to the consideration of highly specialized, two-dimensional vector fields. The AFP Combat Module generates a single estimate of exchange ratio for each day for each two-dimensional, type-on-type engagement. In this discussion, indirect fire is ignored for purposes of simplifying the basic explanation. The fundamental data describe just two points in the two space. The starting point of an engagement is represented by the ordered pair: $y0, x0$. The ending point of an engagement is represented by the ordered pair: $y1, x1$. Hence, $y1$ and $x1$ simply represent the surviving strengths at an engagement's end. Then the gross exchange ratio is simply: $(y0 - y1)/x0 - x1$. The AFP Combat Module does not extend or shorten an engagement to force any particular fractional lifetime engagement on either side. That is, both $(y0 - y1)/y0$ and $(x0 - x1)/x0$ are unconstrained apart from the obvious requirement that $y1 \geq 0$ and $x1 \geq 0$.

(2) The current AFP method imposes a fixed fractional lifetime (or lifespace) point at which to estimate combat potential. All combat potentials are estimated for a fixed fraction:

$$f = (x0 - x)/x0 = (x0 - (1-f)x0)/x0$$

for the x side. A similar rule applies to the y side:

$$f = (y0 - y)/y0 = (y0 - (1-f)y0)/y0$$

Current AFP work applies $f = 0.50$, i.e., attention is confined to combat potential over half-lifetimes or lifespaces.

(3) Because the Combat Module does not automatically halt engagements at y strengths of $(1-f)y0$ or at x strengths of $(1-f)x0$, the AFP method must estimate exchange ratios for the surviving strengths $(1-f)y0$ and $(1-f)x0$ points based strictly on the only known points: $y0, x0$ and $y1, x1$. For example, a contribution to the x -side COP should have the form:

$$z(x0,y0;f) = ((y0 - y((1-f)x0))/(x0 - (1-f)x0))fx0 = y0 - y((1-f)x0)$$

This result depends on the path $y(x)$ presumed to emanate from the starting point y_0, x_0 . The AFP module does not help the analyst decide which to choose among the many possible paths passing through the two points y_0, x_0 and y_1, x_1 , the only two points assured by the Combat Module. The following paragraphs give examples for two assumed one-parameter families of vector fields and corresponding paths in the x, y plane.

(4) Assumed Vector Field Family I. Consider the time-derivative vector field:

$$dx/dt = - (ay)^n$$

$$dy/dt = - (bx)^n$$

This two-component vector is the derivative of positions with respect to "time." In the strictest sense, consideration of time derivatives violates the AFP principle of limiting attention to static measures. Less strictly, AFP philosophy permits examination of a time derivative at some fixed time (a "snapshot" is permissible) as long as no attempt is made to integrate with respect to time. The vector field is shown first in this time-snapshot form, primarily to clarify the origin of what follows, which does revert to purely spatial considerations with integration limited to space (not time) coordinates. Inasmuch as neither a nor b varies with time, the vector field itself is already "static." This is a very remarkable and limiting assumption. Much more general vector fields can be imagined. Indeed, learning and logistic phenomena often imply not only that a and b should vary with time, but also that they should depend on the path and time spent on that path in reaching the particular point x, y . The time-derivative vector field generates paths across the x, y plane. Those paths have tangents:

$$dy/dx = (bx/ay)^n$$

The tangents are, of course, also vectors. Hence, there is still a direction and length associated with every point in the x, y plane. The paths corresponding to the tangent field have the form:

$$(y_0(n+1) - y(n+1)) = k(x_0(n+1) - x(n+1))$$

If the value of n is known from some authoritative source outside AFP, then a path depends on the single parameter, $k = (a/b)^n$. Given the two points y_0, x_0 and y_1, x_1 generated by the AFP Combat Module, the parameter k is determinable as:

$$k = (y_0(n+1) - y_1(n+1))/(x_0(n+1) - x_1(n+1))$$

With the appropriate substitutions, the contribution to the x -side COP for a particular x, y engagement becomes:

$$z(x_0, y_0; x_1, y_1; n, f) =$$

$$y_0 - (y_0(n+1) - ((y_0(n+1) - y_1(n+1))/(x_0(n+1) - x_1(n+1))))^*$$

$$(1 - (1-f)^{(n+1)}) * x_0^{(n+1)} / (n+1)$$

(5) Assumed Vector Field Family II

(a) Consider the time-derivative vector field:

$$dx/dt = -(axy)^n$$

$$dy/dt = -(bxy)^n$$

(b) As above, the time-derivative vector field corresponds to a field of tangents and paths across the x,y plane. As above, a and b are assumed independent of position, time, and path. Regardless of the value of n, the paths are all straight lines:

$$(y_0 - y) = k(x_0 - x)$$

(c) Given the two points y_0, x_0 and y_1, x_1 generated by the AFP Combat Module, the parameter k is determinable as:

$$k = (y_0 - y_1) / (x_0 - x_1)$$

(Cases occur with $x_0 = x_1$, i.e., the x side may suffer no losses. In that event and if the y side does suffer losses, AFP sets the x-side loss to an arbitrary 1.0. If neither side suffers losses (i.e., 0/0), k is set to 0.0.)

(d) With the appropriate substitutions, the contribution to the x-side COP for a particular x,y engagement becomes:

$$z(x_0, y_0; x_1, y_1; f) = ((y_0 - y_1) / (x_0 - x_1)) * f * x_0$$

This expression is independent of n, which affects the rapidity with which a path would be traversed, but not the path proper. Recall that the time at which x and y occupy a particular point on the path is of no concern in so-called static analysis. The parameter n need not be established (or guessed) for this vector field family--unlike the situation for the example vector field family I above. On the other hand, application of vector field family II depends on the very strong assumption of straight-line paths in the x,y space.

(e) It is basically the vector field family II approach that is applied within current AFP practice. The actual approach is generalized to admit indirect fire losses to the otherwise pure type-on-type, x,y direct fire engagements. Also, if suffered, some nonbattle losses are included in the computation. With up to 60 weapon types on each side and with usually multiple engagements, the COP and CIP scoring involves some special averaging procedures that introduce some complexities ignored in the above examples.

(6) The above two examples cover only two popular one-parameter tangent fields. The first is Lanchester's "square" law; the paths in the

x,y plane are quadratic. The second is Lanchester's "linear" law; the paths are straight lines. There are, of course, many other imaginable one-parameter fields and even more multiparameter fields. As currently employed, the AFP Combat Module is not useful for determining the best field family; it is limited to a single parameter estimation for an assumed field law. In the longer run, some changes in the application of the AFP Combat Module would be more revealing about its underlying vector fields. In the meantime, the linear law reigns supreme.

f. Combat Decomposition Revisited

(1) AFP begins by decomposing the totality of CBT/CS/CSS into the artificially separated areas of CBT and CS/CSS. Both CBT and CS/CSS are further decomposed. The results determined from the separate elements are then combined to yield estimates of combat potentials at several levels of aggregation.

(2) CBT is represented as conflict among as many as m Blue and n Red weapon types. In current practice, m=n=60. Principal concerns are the numbers of weapons allocated, participating, surviving, and "killed." All these numbers are expressible as "points" in a "space" of m+n dimensions. Hence, in current AFP practice, the underlying combat framework is a space of 120 dimensions. Inasmuch as AFP is devoted to the development of "static" measures of combat potential, the extent to which different points in the 120 space may correspond to the elapse of time must be regarded merely as an AFP artifact. Even though AFP may track paths of points in the 120 space, it must do so largely for "static" reasons. That some of the same results may be determined by integration, with respect to time or by integration with respect to the coordinates of the 120 space, is a fortunate coincidence. However, such equivalences should serve as a reminder that some of the distinctions between static and dynamic may be matters more of form than substance.

(3) In 120 space, the value of the ith coordinate corresponds to the surviving quantity of the ith item type. If track is to be maintained of "live," "disabled," and "killed" items, the ith coordinate becomes three coordinates. That is, an original one-dimensional subspace becomes a three-dimensional subspace of a new 360 space. However, the only admissible points in a three-dimensional subspace lie on the three plane with:

$$\#live + \#disabled + \#killed = \text{starting strength}$$

It is assumed that all assets are present initially within the starting strength.

(4) Many of the matters of interest to AFP may be shown to be equivalent to concern with special transformations of the 120 space into itself. The narrowest view is that AFP need be concerned with how and why a single point in 120 space becomes another point in that space, e.g., how, through attrition, engagements transform the point corresponding to starting strengths into the point corresponding to surviving strengths.

This narrow view leads us to think that we may have to consider a different transformation for each different starting point. A more general, and in many respects, more powerful and useful viewpoint is to consider, as suggested in the first sentence of this paragraph, transformations of the whole space into the whole space. The starting and ending points in the 120 space become some of the principal intermediate "results" on which final estimates of combat potential are based. The standard AFP practice of examining 16 distinct environments corresponds to dependence on 16 sets of starting and ending points in 120 space. If the different environments correspond to different force levels or ratios, the starting points (and almost certainly, too, the ending points) would differ.

(5) In the following paragraphs, we shall consider stochastic and deterministic transformations, dynamic and static transformations, and decompositions of the 120 space into as many as 3,600 2-spaces. All these considerations are relevant to AFP. That is not to say that AFP achieves all the generality implicit in such consideration. Rather, we will try to put the specializations and simplicifications of AFP in a "mature" perspective. However, our so-called mature perspective will depend much more on intuition than on rigor.

(6) Everyone agrees that combat is uncertain, even for many supposedly lopsided conflicts. Realism then should lead us to consideration and application of stochastic transformations. AFP represents some but relatively little of the uncertainty of combat. AFP introduces some uncertainty to the detection, firing, and killing processes. AFP does not reflect any uncertainty in the starting strengths of engagements. Apart from a need to round off (or up) fractional weapon assignments randomly, the AFP engagement preference and allocation process is purely deterministic. Hence, AFP transformations may be characterized as transforming completely fixed initial points into uncertain end points. In a single standard execution, the AFP Combat Module transforms a single fixed initial point into a single uncertain final point; the result is not a distribution of final points. However, the AFP Combat Module can be operated in a replicative mode; the collective result of many replications is a distribution of final points. In principle, generalization of AFP replication to admit different starting points (i.e., some randomization of allocations by weapons and ranges for the same engagement preferences and range fractions) could reduce some difficulties arising from relatively small numbers of weapons.

(7) Let us consider a very "small" deterministic transformation of the 120 space into itself. We associate with each point in the 120 space a very short (that is what we mean by "small") arrow pointing to where the point will "go" under the transformation. The 120 space is filled with such arrows. We call the totality of these arrows in 120 space the "vector field." In this field, each arrow (vector) possesses position, direction, and length. If the directions and lengths of the vectors do not change with time, we say the vector field is static.

(8) Now let us drop a marble onto the vector field. The marble will land exactly where we want it to; thus, its initial position is deterministic. Once the marble has landed, it will move in 120 space in accord with the directions imposed by the vectors which now serve as direction signs. Note that the marble moves even though the vector field is static. There, indeed, can be marble dynamics in a space that is static. Much more general vector fields can be imagined. The directions and lengths of the vectors may change with time relative to the start of a clock, to where a marble lands, or to the path traversed by a marble in reaching the point. Even within the class of static vector fields there may be many kinds. The direction and length of vectors may or may not depend on their position. There may be many different kinds of dependence on position. Depending on the nature of the field, dropped marbles may roll in the 120 space with constant or changing velocity along paths of constant or changing direction. In general, we will want to ascribe the curvature of paths of dropped marbles to a kind of curvature of the underlying vector field (even though we have not defined exactly what we mean by the curvatures of paths and fields). Without an exact definition of curvature, however, we can state that the "observation" of a single starting and a single ending point in 120 space will not be sufficient to estimate the curvature of the vector field. And we should not fool ourselves about what happens when we decompose 120 space into as many as 3,600 2-spaces. It may appear that we have observed 3,600 pairs of starting and ending points, and that we should have enough information to estimate curvature. Unfortunately, we have nothing more than the equivalent of the original pair of points in 120 space. Also unfortunately, years of combat analysis have not given us widely accepted empirical or theoretical evidence about the curvature of the vector space. If there were an accepted notion of curvature, then a single pair of points might be sufficient (depending on the number of parameters needed to specify curvature). In particular, one pair of points might suffice in the case of a known, one-parameter curvature. AFP, lacking a sound theoretical or empirical foundation, relapses to estimating paths of zero curvature in a vector field of zero curvature. Lest it seem that all this "straightness" and "flatness" of paths and fields reduce the problem to perfect transparency, note that any change in engagement preferences or range fractions may correspond to a different static vector field.

(9) A useful analog of the AFP "curvature problem" is the following: Given only that a traveler has started in Washington, DC and stopped in Baltimore, MD, estimate where the traveler was, is, or will be when half of the fuel remains. It has not been established what the traveler's vehicle is, if any. The traveler's final destination has not been established. Does it help to know that Rte 29, Rte 95, Rte 1, and the Baltimore-Washington Parkway are all popular routes between Washington and Baltimore? In general, AFP would know that the traveler started with full fuel in Washington, and AFP would know how much fuel remained when the traveler reached Baltimore. All other possibly relevant information would remain unknown. In quiet desperation, AFP would draw a straight line between Washington and Baltimore and choose an interpolated or extrapolated point in direct proportion to the known fuel consumption.

(10) In general, we may suspect that CS/CSS should influence the curvatures of the vector field and paths. AFP does modulate the combat paths in 120 space for CS/CSS. Although modulation does alter the direction and length of paths, such modulation does not alter the assumed zero curvature of the paths and underlying vector field.

(11) AFP does visualize the components of the "real" vector field as expressible in terms of functions of position in 120 space. Those functions are considered to consist of several terms of possibly increasing complexity. The first and perhaps simplest term contributes nothing to curvature. Hence, any approximations involving only first terms of the components of the vector field are necessarily approximations at zero curvature. For the simple approximation to be useful, it is necessary that higher order terms contribute relatively little to the real field. When AFP decomposes the 120 space into up to 3,600 2-spaces, the first terms of the vector components are assumed to be independent of position with respect to any direct fire weapons other than the two associated in the 2-space. The effect is to disregard combined arms and synergistic influences! Combined arms and synergistic effects could appear in spaces of zero curvature, but in many respects, it seems that combined arms and synergism would most naturally introduce to curvature. But here, too, AFP lacks sufficient theoretical and empirical evidence on which to introduce curvature into the zero-curvature approximation of the combat vector field. To the extent that the presence of different weapon types influences the allocation of weapons among engagements, the starting points in the two spaces are combined arms-dependent. However, it would be misleading to suggest that AFP provides much combined arms sensitivity.

(12) Once AFP has decomposed the 120 space into 2-space minibattles, it reintroduces indirect fire to the 2-space direct fire minibattles. Thus, the direct fire minibattles are represented in a higher-dimensioned space. Nevertheless, the practical AFP viewpoint is one of 2-space direct fire minibattles. The minibattles are decomposed into "duels." Each duel involves the smallest number of weapons consistent with the force ratio. A 10-on-10 minibattle decomposes into 10 one-on-one duels. A 15-on-10 minibattle decomposes into 5 two-on-one and 5 one-on-one duels. The direct fire duels allocated to a 2-space minibattle are distributed over five range points from 250 m to 2,500 m. (Thus, with the so-called "deep area," a maximum of six range points may be involved.) There is no interaction among weapons at different ranges. The weapons separated by 1,000 m behave as though there are no weapons at 500 m or 1,500 m. Weapons at the same range separation are then allocated to microbattles. Implicit in this scheme is the notion that force ratio may be important but that force mass is unimportant. If force mass is important, then all weapons should be allocated to all range points with results then averaged over range points. If something about attrition is known in advance, then the allocation from longer to shorter ranges could become $A(\text{deep}) = 1.0 \geq A(2,500) \geq \dots \geq A(250)$. The current APF method of averaging results for CIPs would work as is. The current AFP method of averaging for COPs would require change.

D-2. INPUT

a. Of all AFP modules, the Combat Module requires the most diverse and voluminous input data. Many "raw" data undergo transformations before being read by the main program of the Combat Module.

b. Figure D-3 presents a highly condensed schematization of the files and procedures involved in preparing input to the Combat Module. In Figure D-3, the total effort is shown as eight separate tasks.

- (1) RANGE
- (2) ENGAGE
- (3) PCAS
- (4) PKS
- (5) PREFS
- (6) ARTY
- (7) INVENTORY
- (8) SENSOR

c. Notice that the first five tasks shown in Figure D-3 lead to the generation of mutually exclusive files but that tasks 6-8 all provide information to a commonly named file, H7BASEDATA. The AFP authors chose to organize the description of AFP input data and their preparation in the context of the files shown at the right of each task in Figure D-3. Those descriptions are provided in the annexes to this appendix. In Figure D-3, the products of tasks are files given names in the generic form M-H7aaaaa.(a). The M is intended to signify "machine-readable" files from some other file with L prefixes signifying "labelled human-readable" files. In the following paragraphs, the "M-H7" portions of files names are omitted without ambiguity. Figure D-3 includes some other symbols intended to serve as reminders: (P) is a reminder that different data are usually required for different combat (p)ostures--usually because open/defilade and moving/stationary status differs among postures for both shooter and targets. (D/N) is a reminder that different data are usually required for (d)aytime an (n)ighttime conditions. (C/D) is a reminder that different data are usually required for (c)lear and (d)egraded seeing conditions. (F) is a reminder of dependence on the quantity of systems in a (f)orce. (A) is a reminder of probable dependence on the (a)rea of the world considered.

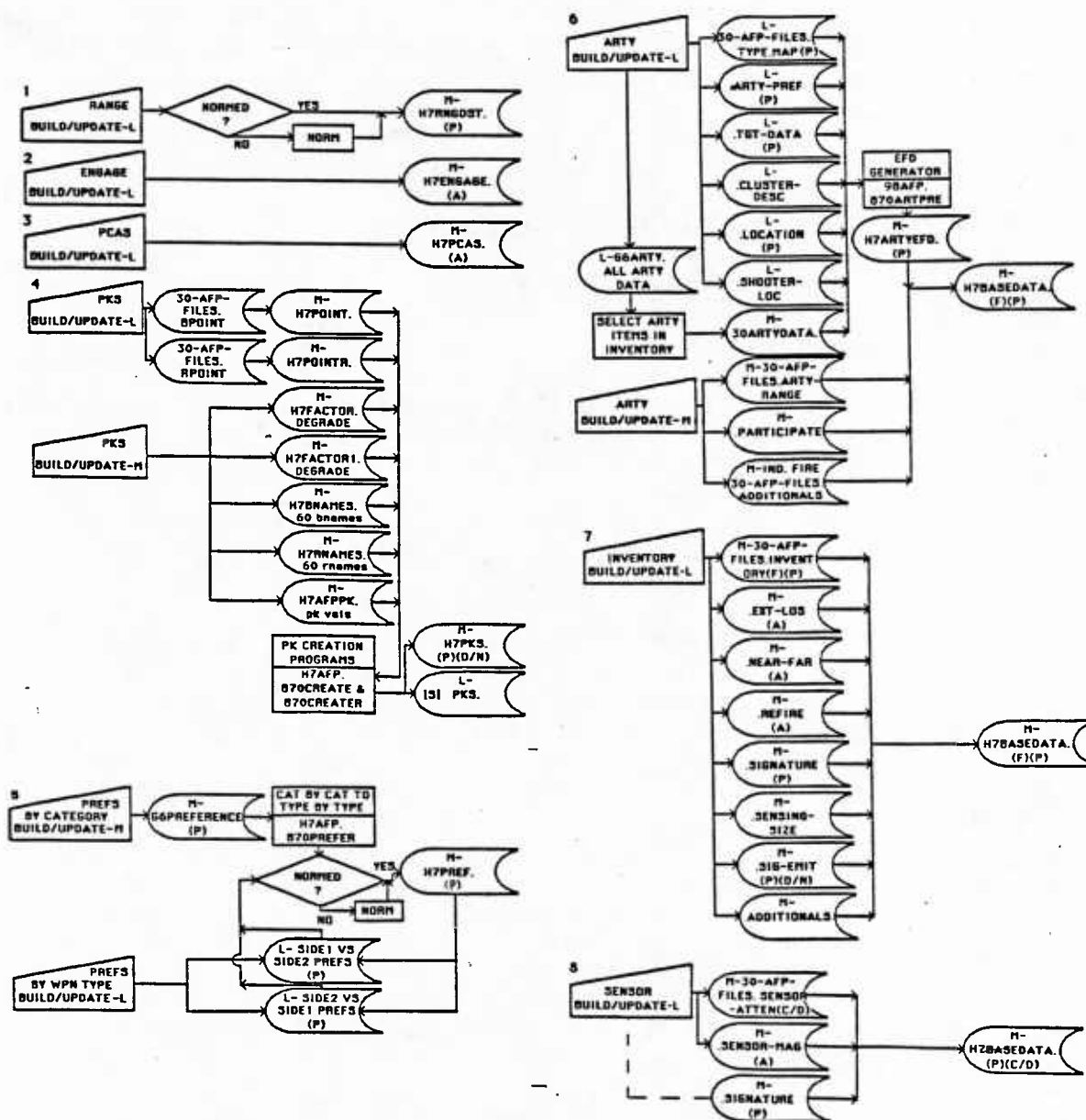


Figure D-3. A Task and File Oriented View of Preparation of Input to the AFP Firepower and Counterfirepower Module

d. The annexes of this appendix are arranged as follows.

(1) Annex I treats the BASEDATA file involving Tasks 6-8.

(2) Annex II treats the PREferences file involving Task 5. The included data provide the Combat Module with information about the "preferences for targets" that different weapons systems have been assigned by military planners.

(3) Annex III treats the RNGDST file involving Task 1. The included data convey to the Combat Module information about the ranges at which weapon types are intended to engage.

(4) Annex IV treats the PCAS file involving Task 3 and the target categories and crew loss factors assigned to different weapon systems.

(5) Annex V treats the ENGAGE file involving Task 2.

(6) Annex VI treats the PKS file involving Task 4. The included data provide the Combat Module with SSPKs by range for needed combinations of direct fire shooters and targets.

(7) Annex VII describes several programs (preprocessors) that operate between the Combat Module and several of the products of the tasks identified above.

(8) Annex VIII describes many of the details of the program which generates expected kills per artillery round within Task 6 and is directly related to the Task 6 portions of Annex I.

e. It is discouragingly easy to go astray in the preparation of input data. Unfortunately, the input data steps cannot be approached as mutually exclusive tasks. As a general rule, the overburdened analysts must keep all tasks and data in mind at all times--well, almost. A weapon with all other data but invalid sensor specification is doomed to never get off a first shot. Inasmuch as the default refire time is "large," a "weapon" can become little more than someone else's target unless it is given its correct refire time. It may not be obvious from Figure D-3, but both Blue and Red data must be provided. It should be easy to remember this requirement during the initial preparation of a data base. However, experience has shown how easy it is to forget to make two-sided changes during updates. Someone may decide to extend the variety of targets admissible to a given shooter type, insert that shooter's SSPKs against those targets, and forget to let those targets become "symmetric" shooters as well. The inclusion of both labeled and unlabeled versions of many files has made data preparation easier than it once was. But it would be grossly misleading to describe data preparation as a user-friendly process. There is even a pitfall in human-readableness--it is possible to update the labeled version of a file and forget to execute the utility program required to convert the new human-readable version into a new unlabeled machine version.

D-3. OUTPUT. The output of the AFP Combat Module falls into two broad categories. First, each Combat Module run produces three data elements (or files) usually referred to as TTLOS, ALLOC, and FALLOC. (In practice, each element is given a unique name identifying the force, year, combat environment, and replication.) Those elements exist in order to transfer information about weapon allocations and kills by type-on-type engagement and by "day" to the AFP CBT/CS/CSS Merge Module for development of partial combat potentials. Second those same elements plus several others with detailed shot and range results are processed optionally within a Combat Module run to produce human-readable summaries of type-on-type weapon allocations and losses in the form of allocation and killer/victim scoreboards or much more highly detailed reports. All the human-readable output is available primarily for diagnostic review. Routine production of all the reports is impractical; a full set for 10 replications of each of 16 combat environments would require over 100 boxes of computer paper! A (26) full set of TTLOS, ALLOC, and FALLOC data consists of 480 uniquely named elements; in the interest of other computer users and the site files manager, these elements are retained no longer than absolutely necessary.

a. Notes on ALLOC, FALLOC, and TTLOS Files

(1) File Name: ALLOC

Unit Number: 3 (1U9)

(a) Type of File: direct, formatted

(b) Description: This file contains the numbers of weapons allocated to each type-versus-type conflict at the start of each day. Under some circumstances, the Combat Module may not write some records to the file, which will cause I/O errors when another program attempts to read those records. An error of this type can be intercepted by use of the ERR= clause in the READ statement, and one can confirm that it was due to an attempt to read a dummy record by testing that IOC() is equal to 1053. In such a case, processing should proceed as if all the data in the record were zero.

(c) Pointer Calculation: $\text{pointer} = \text{repsx} + (\text{daysx} - 1) * \text{ireps}$,
 where repsx = the combat module internal replication number (1)
 daysx = the day number (1-2)
 ireps = the total number of internal replications (1)

(d) Written by: OUTPT in Main Program of the Combat Module

(e) Read by: ALLOCN, GETLOS in postprocessors

(f) Description of Fields:

Name	Format	Type	Description
FORCES	500(500I6)	1	The FORCE array, dimensioned (2,60,60) and written in row major order (rightmost subscript varies most rapidly): the number of weapons of weapons of type "type1" on side "sidex" allocated against weapons of type "type2" on the other side

FORCES(sidex, type1, type2) =

(2) File Name: FALLOC**Unit Number:** 4 (IU10)**(a) Type of File:** direct, formatted

(b) Description: This file contains the participation of weapons in each type-versus-type conflict at the start of each day. Under some circumstances, the Combat Module may not write some records to the file, which will cause I/O errors when another program attempts to read those records. An error of this type can be intercepted by use of the ERR= clause in the READ statement, and one can confirm that it was due to an attempt to read a dummy record by testing that IOC() is equal to 1053. In such a case, processings should proceed as if all the data in the record were zero.

(c) Pointer Calculation: pointer = rep_{sx} + (day_{sc}-1) * (typ_{slx}-1)
 * n101 where rep_{sx} = the combat module internal replication number (1)
 day_{sx} = the day number (1-2)
 typ_{slx} = the number of the weapon on side 1
 n100 = 1
 n101 = 2

(d) Written by: MAIN in Main Program of Combat Module**(e) Read by:** DPART, GETLOS in postprocessors**(f) Description of Fields:**

Name	Format	Type	Description
D	500(500I6)	1	The array D, dimensioned (2,60) and written in row major order (rightmost subscript varies most rapidly)

D(sidex, typ_{s2x}) = the participation of the weapon on side "sidex" in the conflict between weapon type "typ_{slx}" (on side 1) and weapon type "typ_{s2x}" (on side 2).

(3) File Name: TTL0S

Unit Number: 9 (IU13)

(a) Type of File: sequential, unformatted (binary)

(b) Description: This file contains the number of weapons lost in a type-versus-type conflict due to both direct and indirect fire, subdivided by range band. The programs which read this file require the records in a different order than that in which they were originally written, so a preliminary sort is required. If a record would contain only zero losses (i.e., if the TTL0S array described below contains only zeros), the record is not written to the file, in order to conserve file space.

(c) Written by: MAIN in Main Program of Combat Module

(d) Read by: DIRLOS, INDLOS in postprocessors

(e) Description of Fields:

Name	Word	Type	Description
RESPX	1	I	Combat Module internal replication number, normally 1
DAYSX	2	I	The day in which the losses occurred (1-2)
TYP1X	3	I	Side 1 weapon number
TYP2X	4	I	Side 2 weapon number
TTL0S	5-136	I	The TTL0S array, dimensioned (2,11,1,6) and written in column major order (leftmost subscript varies most rapidly)

TTL0S(sidex,1,envirx,rangex) = the number of direct fire losses to side "sidex" in the type-versus-type conflict in environment "envirx" (always 1) in range band "rangex" (1-6).

TTL0S (sidex,1 + iext,envirx, rangex) = the number of indirect fire losses to side "sidex" in the type-versus-type conflict in environment "envirx" (always 1) in range band "rangex" (1-6) due to indirect fire shooter "iext" (1-10).

b. Notes on EXT, SHOTS, and TIMES Files

(1) File Name: EXT

Unit Number: 24 (IU5)

(a) Type of File: sequential, unformatted (binary)

(b) **Description:** This file contains the allocations of indirect fire weapons to individual conflicts, and their kills. In order to conserve file space, records which would contain only zero allocations and kills are not written to the file. When the file is first written, the records are not in the order required by the routines which read the file, so a preliminary sort is required.

(c) **Written by:** MAIN in Main Program of the Combat Module

(d) **Read by:** INDALC in postprocessor

(e) **Description of Fields:**

Name	Word	Type	Description
REPSX	1	I	Combat Module internal replication number (always 1)
DAYSX	2	I	The day (1-2)
TYPES1X	3	I	Side 1 weapon number (1-60)
TYPES2X	4	I	Side 2 weapon number (1-60)
EXTN	5-604	I	The EXTN array, dimensioned (2,10,1,6,5) and written in column major order (leftmost subscript varies most rapidly)
EXTK	605-1204	I	The EXTK array, dimensioned (2,10,1,6,5) written in column major order (leftmost subscript varies most rapidly)

EXTN(sidex,iex,envirx,rangex,cnfx) = the number of indirect fire weapons of type "iex" (1-10) allocated on side "sidex" (1-2) in environment "envirx" (always 1), range band "rangex" (1-6), conflict "cnfx" (1-5).

EXTK(sidex,iex,envirx,rangex,cnfx) = the number of kills by indirect fire weapons of type "iex" (1-10) ON SIDE "sidex" (1-2) in environment "envirx" (always 1), range band "rangex" (1-6), conflict "cnfx" (1-5).

(2) **File Name:** SHOTS

Unit Number: 33 (IUOUT3)

(a) **Type of File:** sequential, unformatted (binary)

(b) **Description:** This file contains the numbers of shots fired by both direct and indirect fire weapons in each type-versus-type conflict, by range band. In order to conserve file space, records which would contain only zero shot counts are not written to the file. When it is initially written, the file is not in the order required by the routines which read it, so a preliminary sort is necessary.

(c) **Written by:** MAIN in Main Program of the Combat Module

(d) Read by: DIRSHT, INDSHT in postprocessors

(e) Description of Fields:

Name	Word	Type	Description
REPSX	1	I	The Combat Module internal replication number (always 1)
DAYSX	2	I	The day (1-2)
TYPES1X	3	I	The side 1 weapon number (1-60)
TYPES2X	4	I	The side 2 weapon number (1-60)
ESHOTS	5-124	I	The ESHOTS array, dimensioned (2,10,1,6) and written in column major order (leftmost subscript varies most rapidly)
SHOTS	125-136	I	The SHOTS array, dimensioned (2,1,6) and written in column major order (leftmost subscript varies most rapidly)

ESHOTS(sidex,iex,envirx,rangex) = the number of shots fired by indirect fire shooter number "iex" (1-10) on side "sidex" (1-2) in environment "envirx" (always 1) on the conflict in range band "rangex" (1-6).

SHOTS(sidex,envirx,rangex) = the number of shots fired by the direct fire shooter on side "sidex" in environment "envirx" (always 1), range band "rangex" (1-6).

(3) File Name: TIMES

Unit Number: 32 (IU15)

(a) Type of File: sequential, unformatted (binary)

(b) Description: This file contains statistics on detection and refire times for type-versus-type conflicts. In order to conserve file space, records which would contain only zero statistics are not written to the file. When the file is first written it is not in the order required by the routines which read it, so a preliminary sort is necessary.

(c) Written by: MAIN in Main Program of Combat Module

(d) Read by: DUELTM in postprocessors

(e) Description of Fields:

Name	Word	Type	Description
REPSX	1	I	The Combat Module internal replication number (always 1)
DAYSX	2	I	The day (1-2)
TYP51X	3	I	The Side 1 weapon number (1-60)
TYP52X	4	I	The Side 2 weapon number (1-60)
NOCONF	5	I	The number of conflicts which took place (1-5)
TMS	6-305	R	The TMS array, dimensioned (2,1,6,5,5) and written in column major order (leftmost subscript varies most rapidly)

In the following, "sidex" is the shooting side (1-2), "envirx" the environment (always 1), "rangex" the range band (1-6), and "cnfx" the conflict number (1-5):

TMS(sidex,envirx,rangex,cnfx,1) = the number of detections attempted by the shooting side
 TMS(sidex,envirx,rangex,cnfx,2) = the number of successful detections
 TMS(sidex,envirx,rangex,cnfx,3) = the total detection time (minutes)
 TMS(sidex,envirx,rangex,cnfx,4) = the number of refires
 TMS(sidex,envirx,rangex,cnfx,5) = the total refire time (minutes)

c. Allocation "Scoreboard." Figures D-4a and D-4b are a "cut and pasted" example from a full-scale allocation report or "scoreboard." The full-scale report fills several pages. The example shown in Figures D-4 lacks most of the columns corresponding to Red weapon types; most of the columns have been cut out with the remaining columns pasted together. A full allocation report usually corresponds to a single run of the Combat Module (on option, a report summing results over two or more runs may be produced.) A report consists of two main parts: a weapon-by-weapon section and a category-by-category summary section.

NUMBER OF INDIVIDUALS IN A GROUP = 10.
 NUMBER OF BLUE GROUPS = 8
 NUMBER OF RED GROUPS = 5
 BLUE GROUPED TYPES: 1 2 3 4 5 6 42 44
 RED GROUPED TYPES: 1 2 3 42 44

ALLOCATION REPORT FOR JH4 ENV09 SEED 2
 15480 R01 4800 R02
 RTSP DEEP AXIS-74

	3680 R01	BTRP DEEP	22060	426 R16	243 R21	39 R22	126 R23	270 R24	78 R25	46 R26	RED	RSD
				BARFIR	155	562	564	272	100	450-713	TOTAL DIR	TOTAL
540 R02	M-16		1140	16	1		1	2		1	7340	7340
290 R03	7-62GM		300	90							840	840
470 R05	M203		930	9	1			1			540	540
360 R06	SAM		1390	60							780	780
180 R11	DRAGON		1010	25	2		1	2			670	670
60 R12	ITV-2		140	180							280	280
180 R13	VIPER		1030	12	2						358	358
260 R16	IFV		240	70							487	487
114 R17	CFV		480	69	62	11	32	71	20	2	218	218
112 R22	H60A3		180	33	57	10	29	64	10	2	326	326
168 R23	M1		40	25	19	3	10	21	7	2	67	67
36 R26	DIVAD		590	15	18	4	9	21	6		158	158
79 R31	STINGER		220	82	78	13	40	89	26		48	48
24 R32	CHAP1		1040	187	58	11	36	78	23		213	213
42 R36	AB-15		470	83	31	6	17	36	11		920	920
24 R41	ALO		80	39	17	3	9	20	6		38	38
470 R42	LT VEH D		130	50	60	10	31	69	20		56	56
20 R43	RVY ARM D		5	22	36	6	19	42	12		8	8
760 R44	LT ARM D		120	75	82	15	48	104	30		6	6
54 R48	OH-58		2820	34	55	9	29	63	18		1500	1500
66 R53	M4-25		780	2								
72 R56	R155S		140									
12 R57	M203S		28									
9 R58	MLRS		4									
BLUE TOTAL DIR			30940	642	429	71	223	480	141	95		
BLUE TOT			30940	642	429	71	223	480	141	95		

Figure D-4a. Sample Extract from Weapon-by-weapon Type
 Section of AFP Weapon Allocation Report

	5922 RED SMALL ARMS	SEED 2 522 RED APC	1011 RED ATGM	426 RED IFV W/ATGM	756 RED ARM VEH	48 RED FWD AA	378 RED SAM	48 RED ATR HELO	24 RED FWD ACFT	183 RED MORTARS	414 RED ARTY	18357 RED DEEP	RED TOTAL
11660 BLUE SMALL ARMS	5301 1520	241 730	19 180	62 400	15 .	1	2830
420 BLUE ATGM	1566 18	32 25	278 146	176 88	502 467	6 .	.	8 2	746
374 BLUE IFV W/ATGM	1906 49	667 153	479 196	270 126	318 179	.	.	31 2	4	705
280 BLUE ARM VEH	251 24	24 19	743 147	125 56	479 289	.	.	27 4	13	539
36 BLUE FWD AA	.	6 22	.	2 14	.	.	.	4 26	2 5	.	.	.	67
103 BLUE SAM	17 158	14 48	.	.	.	206
42 BLUE ATR HELO	167 10	22 8	.	6 8	38 44	83 3	254 6	79
24 BLUE FWD ACFT	.	2 1	2 2	1 3	2 4	5 .	496 24	.	.	.	2 2	.	36
66 BLUE MORTARS	30 6	26 .	160 32	38
93 BLUE ARTY	3 .	8 4	110 22	200 44	70
77 BLUE ASSETS	2
4930 BLUE DEEP	70	188 20	36314 9778	9798
BLUE TOTAL	9191	994	1571	642	1354	95	250	87	38	108	326	36674	.

Figure D-4b. Sample Extract from Weapon Category-by-category
Section of AFP Weapon Allocation Report

(1) The weapon-by-weapon type section (Figure D-4a) contains a separate row for each Blue weapon type and a separate column for each Red weapon type. The intersection of a row and a column includes two entries. An entry of "." represents a zero-value. Consider two entries symbolized by:

$r(i,j)$	the total number over 2 days of Red weapons of type j engaging Blue weapons of type i
$b(i,j)$	the total number over 2 days of Blue weapons of type i engaging Red weapons of type j

Any weapons that survives the first AFP "day" may be allocated again on the following day. Hence, in the standard 2-day Combat Module run, there may be up to twice as many allocations as there are weapons. Any weapon attrition on the first day will, among other things, reduce allocations on the second day.

(2) The rows and columns of the weapon-by-weapon type section of an allocation report are labelled.

(a) Columns possess labels of the form:

$N(j)$ R_j
Name(j)

where $N(j)$	is the quantity of Red weapon type j in the threat starting inventory
R_j	is the AFP weapon type identification number
Name(j)	is a short nomenclature for Red weapon type j

(b) Rows of the weapon-by-weapon type section of an allocation report possess labels of the form:

$N(i)$ B_i Name(i)

where $N(i)$	is the quantity of Blue weapon
B_i	is the AFP weapon type identification number
Name(i)	is a short nomenclature for Blue weapon type i

(c) The two rightmost columns of the weapon-by-weapon type section are labelled "RED TOTAL DIR" and "RED TOTAL." These labels are misleading. The allocation report applies labels first devised for the killer/victim (K/V) scoreboard, where the labels make sense. The allocation report was

something of a killer/victim afterthought and was implemented in the most economical way at obvious expense in the labelling. All the Red entries are "." for zero. The lower members of entry pairs are the only ones that can be nonzero. These lower values are the total allocations of the Blue weapon type across the entire row. (Note that the row totals shown in Figures D-4 may greatly exceed the sums of values to their left because many columns were deleted in the cut and paste construction of the figure.)

(d) The two lowest rows of the weapon-by-weapon type section are labelled "BLUE TOTAL DIR" and "BLUE TOTAL." Just as for the two rightmost columns, the two lowest row labels are misleading. The values shown are the sums of Red weapon allocations in the columns above.

(3) The upper left corner of an allocation report contains a key to a special feature of the Combat Module. The feature is usually referred to as "super-trooping." Most weapons are represented individually within the Combat Module. However, some very numerous weapons are aggregated in order to save computer time. Weapons so grouped are said to be super-trooped. In AFP practice to date, super-trooped weapons are grouped by tens. In Figure D-4a, the key specifies that a super-troop consists of 10 weapons. Eight of the Blue and five of the Red weapon types were super-trooped. Next, the AFP weapon type identifier numbers are given for the Blue and Red super-trooped weapons. Note that the entries in the main parts of an allocation report are adjusted to give the correct counts of individual (unsuper-trooped) weapons as appropriate.

(4) Just below the super-troop key in an allocation report, the report itself is identified. In the example of Figure D-4a, the report represents results for the Blue force "JM84" in combat environment "09" for the second replication (SEED 2).

(5) The weapon category-by-category section (Figure D-4b) of an allocation report is similar in format to the weapon-by-weapon type section described above. The category-by-category section gives subtotals by weapon categories. For example, tanks of all types are lumped together as "ARM VEH." Weapons of all types in the deep area are included in the special category, "DEEP."

d. Killer/Victim Scoreboard. Figures D-5a and D-5b are a "cut and pasted" example extracted from a full-scale killer/victim scoreboard report. The full-scale report fills several pages. The example shown in Figures D-5 lacks most of the columns corresponding to Red weapon types; most of the columns have been cut out of the original report, and the remaining columns have simply been pasted together. A full killer/victim scoreboard corresponds to a single run of the Combat Module. The format of a killer/victim scoreboard is similar to that of an allocation report; indeed, both reports are printed by the same output program. However, the numbers of columns and rows normally is not the same in allocation and killer/victim reports. The allocation report includes columns and rows for all weapons allocated, usually all weapons included in the starting inventories. The killer/victim scoreboard includes columns and rows only if the

corresponding weapon types score at least one kill or suffer at least one loss. Any weapon whose column or row would contain all "."/s (i.e., zeros) is suppressed by the killer/victim scoreboard print program. A killer/victim scoreboard consists of two main parts: a weapon-by-weapon type section and a weapon category-by-category summary section. The formats of the two sections are similar. The killer/victim scoreboard is designed to show the losses of each weapon type to each weapon type. Such losses are also summarized by weapon category. On option, a report summarizing results over two or more Combat Module runs may be produced.

(1) The weapon-by-weapon type section (Figure D-5a) contains a separate row for each Blue weapon type and a separate column for each Red weapon type. The intersection of a row and a column corresponds to engagements between two weapon types and consists of two entries. An entry of "." represents a zero value. The appearance of two "."/s, however, is ambiguous in the sense that zero losses may have occurred because the two weapon types engaged without loss or did not engage at all. The ambiguity may be removed by reference to the corresponding elements in the allocation report. Consider two entries symbolized by:

$r(i,j)$	the total number over 2 days of Red weapons of type j lost to Blue weapons of type i
$b(i,j)$	the total number over 2 days of Blue weapons of type i lost to Red weapons of type j

Any individual weapon can be lost only once. Hence, total losses cannot exceed total inventory. In the allocation report, total allocations may exceed inventory because weapons that survive the first day may be allocated again (and counted again) on the second day.

(2) The rows and columns of the weapon-by-weapon type section are labelled.

(a) Columns possess labels of the form:

$N(j)$ r_j
 $Name(j)$

where	$N(j)$	is the quantity of Red weapon type j in the starting inventory
	R_j	is the AFP weapon type identification number
	$Name(j)$	is a short nomenclature for Red weapon type j

NUMBER OF INDIVIDUALS IN A GROUP = 10.
 NUMBER OF BLUE GROUPS = 8
 NUMBER OF RED GROUPS = 5
 BLUE GROUPED TYPES: 4 5 6 42 44
 RED GROUPED TYPES: 1 2 3 42 44

KV SCOREBOARD FOR JM84														SEED 2	
		ENV 09	4800 R02	870 R03			426 R16	243 R21	39 R22	126 R23	270 R24	78 R25	48 R26	RED	
		AES-74	7.60GM	BNP2M	T55	T62	T64	T72	T80	T85	T90	T95	T100	TOTAL	
540 B02	M-16	800	70	20	300	
		210	70											300	
290 B03	7.62GM	830	110	20	60	
		10	30											60	
470 B05	M203	570	70	8	250	
		140	30											250	
360 B06	SAW	1030	140	20	80	
		10	50											80	
180 B11	DRAGON	.	.	54	62	11	31	59	18	57	12	.	119	120	
				14	10	2	21							120	
60 B12	ITV-2	40	.	21	5	.	3	4	1	3	1	.	10	16	
		.		1	1	.	1		.				.	16	
180 B13	VIPER	1	
				1	
260 B16	IPV	160	.	148	7	.	4	6	.	2	2	.	29	44	
		.		14	1	.	.							44	
114 B17	CFV	.	.	52	1	.	.	2	.	1	11	.	11	11	
				6	1	.	.	1	.					11	
112 B22	M60A3	.	.	13	5	.	2	7	.	1	19	.	19	19	
				4	.	.	1							19	
168 B23	M1	.	.	7	8	.	4	6	2	5	15	.	15	15	
				.	.	.	1		1					15	
36 B26	DIVAD	.	.	2	7	.	7	7	
				7	
79 B31	STINGER	
				
24 B32	CHAPI	
				
42 B36	AH-1S	130	30	1	5	.	2	5	1	2	13	.	13	13	
		1		4			.		13	
24 B41	A10	16	.	16	16	
				16	
66 B53A	M4.2S	30	.	4	
				
72 B56A	B155S	80	.	1	
				
BLUE TOTAL DIR		3560	420	306	93	11	46	89	22	
BLUE TOTAL AREA		110	.	5	
BLUE TOTAL		3670	420	311	93	11	46	89	22	

Figure D-5a. Sample Extract from Weapon-by-weapon
 Type Section of AFP Weapon Killer/Victim
 Scoreboard Report

(b) Rows possess labels of the form:

from:

N(i) Bi
Name(i)

where N(i)

is the quantity of Blue weapon
type i in the starting inventory

Bi

is the AFP weapon type identification
number

Name(i)

is a short nomenclature for Blue weapon
type i

(c) The three rightmost columns of the weapon-by-weapon type section are labeled "RED TOTAL DIR," "RED TOTAL AREA," and "RED TOTAL." The entries in these columns show the sums of losses of Blue weapons by Blue weapon type (row). Again there are two entries for each column/row intersection. The upper entry should always be "."; no Red weapons are lost to Red weapons. The column headed "RED TOTAL DIR" displays the numbers of each Blue weapon type (row) lost to Red direct fire weapons of all types. Indirect fire weapons lost to counterbattery fire are included in this "direct fire" column. The column headed "RED TOTAL AREA" displays the numbers of Blue weapons by type (row) lost to Red area fire of all types (i.e., to Red indirect fire weapons firing in the indirect or area fire role). The column headed "RED TOTAL" displays the numbers of Blue weapons by type lost to both direct and indirect (area) Red fires; values shown in this column are the sum of the values (in the same row) in the preceding two columns.

(d) The three lowest rows of the weapon-by-weapon type section are labeled "BLUE TOTAL DIR," "BLUE TOTAL AREA," and "BLUE TOTAL." The entries in these rows show the sums of losses of Red weapons by Red weapon type (column). As usual, there are two entries for each row/column intersection. The lower entry should always be "."; no Blue weapons are lost to Blue weapons. The row labeled "BLUE TOTAL DIR" displays the total numbers of Red weapons of each given type (column) lost to all Blue direct fire weapon types. Red indirect fire weapons lost to Blue counterbattery fire are included in this Blue direct fire row. The row labeled "BLUE TOTAL AREA" displays the numbers of Red weapons of each given type (column) lost to Blue area fire of all types (i.e., to Blue indirect fire weapons firing in the indirect or area fire role). The row labeled "BLUE TOTAL" displays the numbers of Red weapons by type (column) lost to the direct and indirect (area) Blue fires; values shown in this row should be the sum of the values (in the same column) in the preceding two rows.

(3) The upper left corner of a killer/victim scoreboard contains a key to a special feature of the Combat Module. This feature is usually referred to as "super-trooping." Most weapons are represented individually within the Combat Module. However, some very numerous weapons are aggregated to save computer time. Weapons so grouped are said to be super-trooped. In AFP practice to date, super-trooped weapons are grouped by tens. In Figure D-5a, the key specifies that a super-troop consists of 10 weapons. Eight of the Blue and five of the Red weapon types were super-trooped. Next the key gives the weapon type identification numbers of the Blue and Red super-trooped weapons. Entries in the main parts of a killer/victim scoreboard are always adjusted to give the correct counts of individual (unsuper-trooped) weapons as appropriate.

(4) Just below the super-troop key in a killer/victim scoreboard, the report itself is identified. In the example in Figure D-5a, the report represents results for Blue force "JM84" in combat environment "09" for the second replication (SEED 2).

(5) The weapon category-by-category section (Figure D-5b) of a killer/victim scoreboard is similar in format to the weapon-by-weapon type section described above. The category-by-category section gives subtotals by weapon categories. For example, tanks of all types on a side are lumped together as "ARM VEH."

KV SCOREBOARD FOR JMR4														RED TOTAL
ENV 09	SEED 2	5922 RED	522 RED	1011 RED	426 RED	756 RED	48 RED	378 RED	48 RED	48 RED	24 RED	183 RED	414 RED	
SMALL ARMS	APC	ATCM	IFV W/ATCM	ARM VEH	FWD AA	SAM	ATK HELO	FWD ACFT	MORTARS	ARTY	TOTAL	RED	RED	
11660 BLUE SMALL ARMS	3800	27	18	8	690
	550	80	.	60	
420 BLUE ATCM	45	12	10	75	194	137
	.	3	2	15	107	8
374 BLUE IFV W/ATCM	160	24	52	200	20	55
	.	14	1	20	5	6
280 BLUE ARM VEH	.	1	665	20	34	34
	.	.	19	4	9	7
36 BLUE FWD AA	.	6	.	2
	.	2
103 BLUE SAM

42 BLUE ATK HELO	166	2	.	1	13	2	13
	.	2	.	.	7	1	16
24 BLUE FWD ACFT	16

66 BLUE MORTARS	30	11	2	4

93 BLUE ARTY	81	5	4	1

BLUE TOTAL	4282	88	751	311	261	2	13	14

Figure D-5b. Sample Extract from Weapon Category-by-category
Section of AFP Weapon Killer/Victim Scoreboard Report

e. QA Report. Given that the Combat Module decomposes the full battle-field into as many as 60 x 60 type-on-type direct fire engagements (of ordinary or counterbattery versions), the casual analyst might suppose that any one type-on-type engagement be trivial. While it is true that any one type-on-type direct fire engagement is less complicated than the full 60 x 60 set, one engagement is far from trivial. Recall that engagement is preceded by a preference/allocation process to determine just how many of each direct fire weapon type meet in the day's engagement. The weapons so allocated are then assigned to pure duels of one or, at most, two odds classes. The duels are distributed by range. The duels at one range are collected into a conflict. Several conflicts in succession (four has been the standard maximum in work to date) may be represented provided there are survivors of the preceding conflicts. The last conflict on a day may be followed by another day starting with fresh preference/allocation of the preceding day's survivors and continuing through another duel/conflict succession. A conflict may have up to 10 types of indirect fire weapons from each side firing on the opposing direct fire weapon types. The indirect fire weapons too must be allocated to the engagement from a weapons pool. The indirect fire weapons so allocated must be distributed by range of targets. And the firing of up to all 22 weapon types must be sequenced without unacceptable sacrifice of realism. The process is complicated by the treatment of detection in the case of direct fire weapons and by the disregard of detection by indirect fire weapons. The appropriate sensing data must be used for the direct fire weapons. Correct refire rates must be applied for different weapons. Correct SSPKs and fractional kills/round must be used for the direct and indirect fire weapons, respectively. Kills must be tallied. With so much to be considered, it is not easy for an analyst to judge the correctness of results simply by inspecting final weapon and division combat potentials following rollup over 16 combat environments. The analyst's role is made a little easier by an engagement quality assurance reporter (QAREP). The basic reporter displays a useful variety of type-on-type input data and results from a single execution of the Combat Module. The report for a single pairing of direct fire types for four conflicts on each of 2 days fills four pages. Calling for the report on several hundred engagements in each of 16 combat environments generates more paper than anyone can digest. Nevertheless, the report is probably the most powerful single tool available to the AFP analyst.

(1) Figure D-6 reproduces a QAREP for a fictional example of 2 days' engagements between Blue type 23 and Red type 24 weapons. The following paragraphs describe much of the contents of Figure D-6 by way of illustrating many of the points introduced earlier in this appendix and of delving a bit more deeply into some matters.

(2) The heading of Figure D-6 identifies the direct fire weapons involved as Blue type 23 and Red type 24. At user option, short weapon nomenclatures may be included in the QAREP heading line.

(3) The second line shows that both weapon types belong to WEAPON CATEGORY 5, which is usually reserved for tanks.

D-47

RED INDIRECT SHOOTERS																																																																																												
TOTAL	.00	.00	.00	.00	.00	.00	10.00	.00	.00	.00	.00	10.00																																																																																
2500M	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00	.00	2.00																																																																																
2000M	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00	.00	2.00																																																																																
1500M	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00	.00	2.00																																																																																
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CONFLICT 3																																																																																												
<table><tr><th colspan="2">DUELS</th><th>AT</th><th colspan="2">DUELS</th><th>AT</th><th colspan="2">DETECTIONS</th><th colspan="2">REFIRE</th><th colspan="2">DETECTIONS</th><th colspan="2">REFIRE</th><th>UP</th><th>BOUND</th></tr><tr><th>1500M</th><th>2500M</th><th></th><th>1500M</th><th>2500M</th><th></th><th>ATTEMPT</th><th>SUCCESS</th><th>AVG TM</th><th>AVG TM</th><th>ATTEMPT</th><th>SUCCESS</th><th>AVG TM</th><th>AVG TM</th><th>ON</th><th>SHOTS</th></tr><tr><td>10</td><td>11</td><td>1</td><td>1</td><td>2</td><td>1</td><td>20</td><td>0</td><td>.000</td><td>.000</td><td>0</td><td>0</td><td>.000</td><td>.000</td><td></td><td>24</td></tr><tr><td>17</td><td>11</td><td>1</td><td>3</td><td>2</td><td>1</td><td>21</td><td>0</td><td>.000</td><td>.000</td><td>0</td><td>0</td><td>.000</td><td>.000</td><td></td><td>24</td></tr><tr><td>2500M</td><td>15</td><td>1</td><td>3</td><td>2</td><td>1</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>													DUELS		AT	DUELS		AT	DETECTIONS		REFIRE		DETECTIONS		REFIRE		UP	BOUND	1500M	2500M		1500M	2500M		ATTEMPT	SUCCESS	AVG TM	AVG TM	ATTEMPT	SUCCESS	AVG TM	AVG TM	ON	SHOTS	10	11	1	1	2	1	20	0	.000	.000	0	0	.000	.000		24	17	11	1	3	2	1	21	0	.000	.000	0	0	.000	.000		24	2500M	15	1	3	2	1										
DUELS		AT	DUELS		AT	DETECTIONS		REFIRE		DETECTIONS		REFIRE		UP	BOUND																																																																													
1500M	2500M		1500M	2500M		ATTEMPT	SUCCESS	AVG TM	AVG TM	ATTEMPT	SUCCESS	AVG TM	AVG TM	ON	SHOTS																																																																													
10	11	1	1	2	1	20	0	.000	.000	0	0	.000	.000		24																																																																													
17	11	1	3	2	1	21	0	.000	.000	0	0	.000	.000		24																																																																													
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DUELS		AT	DUELS		AT	DETECTIONS		REFIRE		DETECTIONS		REFIRE		UP	BOUND																																																																													
1500M	2500M		1500M	2500M		ATTEMPT	SUCCESS	AVG TM	AVG TM	ATTEMPT	SUCCESS	AVG TM	AVG TM	ON	SHOTS																																																																													
17	11	1	1	2	1	12	0	.000	.000	0	0	.000	.000		24																																																																													
16	11	1	3	2	1	22	0	.000	.000	0	0	.000	.000		24																																																																													
2500M	13	1	3	2	1	19	0	.000	.000	0	0	.000	.000		24																																																																													
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PARTICIPATION						76							90																																																																															
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<table><tr><th></th><th>2500M</th><th>1500M</th><th>1000M</th><th>500M</th><th>2000M</th><th>2500M</th><th>TOTAL</th></tr><tr><td>BLUE DIRECT LOSSES</td><td>14</td><td>14</td><td>12</td><td>0</td><td>0</td><td>0</td><td>40</td></tr><tr><td>RED DIRECT LOSSES</td><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>2</td></tr><tr><td>BLUE DIRECT SHOTS</td><td>6</td><td>13</td><td>10</td><td>0</td><td>0</td><td>0</td><td>29</td></tr><tr><td>RED DIRECT SHOTS</td><td>16</td><td>17</td><td>24</td><td>0</td><td>0</td><td>0</td><td>57</td></tr></table>														2500M	1500M	1000M	500M	2000M	2500M	TOTAL	BLUE DIRECT LOSSES	14	14	12	0	0	0	40	RED DIRECT LOSSES	1	1	0	0	0	0	2	BLUE DIRECT SHOTS	6	13	10	0	0	0	29	RED DIRECT SHOTS	16	17	24	0	0	0	57																																								
	2500M	1500M	1000M	500M	2000M	2500M	TOTAL																																																																																					
BLUE DIRECT LOSSES	14	14	12	0	0	0	40																																																																																					
RED DIRECT LOSSES	1	1	0	0	0	0	2																																																																																					
BLUE DIRECT SHOTS	6	13	10	0	0	0	29																																																																																					
RED DIRECT SHOTS	16	17	24	0	0	0	57																																																																																					
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1000M	.00	.00	.00	.00	.00	.00	9.48																																																																																					
1500M	.00	.00	.00	.00	.00	.00	17.92																																																																																					
2000M	.00	.00	.00	.00	.00	.00	16.59																																																																																					
TOTAL	.00	.00	.00	.00	.00	.00	66.59																																																																																					

Figure D-6. Example of an AFP System QAREP Report of Combat Module Input and Results for a Single Direct-fire-type on Direct-fire-type Pairing
(page 3 of 5 pages)

		2500M	.00	.00	.00	.00	.00	14.53	.00	.00	.00	.00	14.53
		TOTAL	.00	.00	.00	.00	.00	14.53	.00	.00	.00	.00	14.53
RED EXPECTED INDIRECT LOSSES		2500M	.00	.00	.00	.00	.00	1.13	.00	.00	.00	.00	1.13
		500M	.00	.00	.00	.00	.00	2.27	.00	.00	.00	.00	2.27
		1000M	.00	.00	.00	.00	.00	1.12	.00	.00	.00	.00	1.12
		1500M	.00	.00	.00	.00	.00	4.48	.00	.00	.00	.00	4.48
		2000M	.00	.00	.00	.00	.00	1.13	.00	.00	.00	.00	1.13
		TOTAL	.00	.00	.00	.00	.00	17.13	.00	.00	.00	.00	17.13
RED INDIRECT SHOTS		2500M	.00	.00	.00	.00	.00	5.13	.00	.00	.00	.00	5.13
		500M	.00	.00	.00	.00	.00	10.33	.00	.00	.00	.00	10.33
		1000M	.00	.00	.00	.00	.00	5.33	.00	.00	.00	.00	5.33
		1500M	.00	.00	.00	.00	.00	22.54	.00	.00	.00	.00	22.54
		2000M	.00	.00	.00	.00	.00	21.54	.00	.00	.00	.00	21.54
		TOTAL	.00	.00	.00	.00	.00	86.54	.00	.00	.00	.00	86.54
BLUE EXPECTED INDIRECT LOSSES		2500M	.00	.00	.00	.00	.00	1.33	.00	.00	.00	.00	1.33
		500M	.00	.00	.00	.00	.00	2.67	.00	.00	.00	.00	2.67
		1000M	.00	.00	.00	.00	.00	1.33	.00	.00	.00	.00	1.33
		1500M	.00	.00	.00	.00	.00	4.67	.00	.00	.00	.00	4.67
		2000M	.00	.00	.00	.00	.00	1.33	.00	.00	.00	.00	1.33
		TOTAL	.00	.00	.00	.00	.00	21.65	.00	.00	.00	.00	21.65
CONFLICT 1													
		DUELS	AT	DUELS	AT	BLUE				RED			
		2500M	11	11	11	ATTEMPT	DETECTIONS	REFIRE		ATTEMPT	DETECTIONS	REFIRE	UP
		500M	11	11	11	SUCCESS	SUCCESS	AVG TM	AVG TM	SUCCESS	SUCCESS	AVG TM	AVG TM
		1000M	10	10	10	14.	14.	.046	.285	17.	17.	.037	.248
		1500M	10	10	10	14.	14.	.041	.198	17.	17.	.070	.236
		2000M	10	10	10	12.	12.	.000	.000	0.	0.	.061	.268
		2500M	10	10	10	12.	12.	.000	.000	0.	0.	.000	.000
		TOTAL	2	2	2	12.	12.	.000	.000	0.	0.	.000	.000
BLUE INDIRECT SHOOTERS		2500M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		500M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		1000M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		1500M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		2000M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		TOTAL	.00	.00	.00	.00	.00	.00	.00	12.00	.00	.00	.00
RED INDIRECT SHOOTERS		2500M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		500M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		1000M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		1500M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		2000M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		TOTAL	.00	.00	.00	.00	.00	.00	.00	12.00	.00	.00	.00
CONFLICT 2													
		DUELS	AT	DUELS	AT	BLUE				RED			
		2500M	3	3	3	ATTEMPT	DETECTIONS	REFIRE		ATTEMPT	DETECTIONS	REFIRE	UP
		500M	7	7	7	SUCCESS	SUCCESS	AVG TM	AVG TM	SUCCESS	SUCCESS	AVG TM	AVG TM
		1000M	7	7	7	10.	10.	.000	.121	12.	12.	.052	.131
		1500M	7	7	7	10.	10.	.000	.000	0.	0.	.060	.000
		2000M	11	11	11	12.	12.	.000	.000	0.	0.	.000	.000
		TOTAL	1	1	1	12.	12.	.000	.000	0.	0.	.000	.000
BLUE INDIRECT SHOOTERS		2500M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		500M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		1000M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		1500M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		2000M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		TOTAL	.00	.00	.00	.00	.00	.00	.00	8.00	.00	.00	.00
RED INDIRECT SHOOTERS		2500M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		500M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		1000M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		1500M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		2000M	.00	.00	.00	.00	.00	.00	.00	2.00	.00	.00	.00
		TOTAL	.00	.00	.00	.00	.00	.00	.00	8.00	.00	.00	.00

Figure D-6. Example of an AFP System QAREP Report of Combat Module Input and Results for a Single Direct-fire-type on Direct-fire-type Pairing
(page 4 of 5 pages)

CONFLICT 3													
				BLUE				RED					
	DUELS	AT	DUELS	AT	ATTEMPT	DETECTIONS	REFIRE	ATTEMPT	DETECTIONS	REFIRE	UP	ROUND	
						SUCCESS	AVG TM		SUCCESS	AVG TM	ON	SHOTS	
150CM	9	11	1	1	10.	0.	.000	0.	0.	.000	0.	24.	
200CM	9	11	1	1	10.	0.	.000	0.	0.	.000	0.	24.	
250CM	10	11	1	1	12.	0.	.000	0.	0.	.000	0.	24.	
BLUE INDIRECT SHOOTERS													
150CM					1	2	3	4	5	6	7	8	9
200CM					.00	.00	.00	.00	.00	.00	.00	.00	.00
250CM					.00	.00	.00	.00	.00	.00	.00	.00	.00
TOTAL					.00	.00	.00	.00	.00	.00	.00	.00	.00
RED INDIRECT SHOOTERS													
150CM					1	2	3	4	5	6	7	8	9
200CM					.00	.00	.00	.00	.00	.00	.00	.00	.00
250CM					.00	.00	.00	.00	.00	.00	.00	.00	.00
TOTAL					.00	.00	.00	.00	.00	.00	.00	.00	.00
CONFLICT 4													
				BLUE				RED					
	DUELS	AT	DUELS	AT	ATTEMPT	DETECTIONS	REFIRE	ATTEMPT	DETECTIONS	REFIRE	UP	ROUND	
						SUCCESS	AVG TM		SUCCESS	AVG TM	ON	SHOTS	
150CM	7	11	1	1	9.	0.	.000	0.	0.	.000	0.	24.	
200CM	4	11	1	1	8.	0.	.000	0.	0.	.000	0.	24.	
250CM	8	11	1	1	12.	0.	.000	0.	0.	.000	0.	24.	
BLUE INDIRECT SHOOTERS													
150CM					1	2	3	4	5	6	7	8	9
200CM					.00	.00	.00	.00	.00	.00	.00	.00	.00
250CM					.00	.00	.00	.00	.00	.00	.00	.00	.00
TOTAL					.00	.00	.00	.00	.00	.00	.00	.00	.00
RED INDIRECT SHOOTERS													
150CM					1	2	3	4	5	6	7	8	9
200CM					.00	.00	.00	.00	.00	.00	.00	.00	.00
250CM					.00	.00	.00	.00	.00	.00	.00	.00	.00
TOTAL					.00	.00	.00	.00	.00	.00	.00	.00	.00
RED:BLUE EXCHANGE RATIO					.125		1.02						

Figure D-6. Example of an AFP System QAREP Report of Combat Module Input and Results for a Single Direct-fire-type on Direct-fire-type Pairing
(page 5 of 5 pages)

(4) **NUMBER OF WEAPON TYPE** displays the numbers of the two weapon types input in total to the Combat Module. In general, these numbers are larger than those allocated to this particular type-on-type engagement.

(5) **EXTERNAL LOSSES** shows how many weapons of each type are to be regarded as "lost" prior to any engagement. Here neither side suffers any external losses.

(6) **NEAR/FAR RANGE** shows the ranges within which the corresponding weapon types are to be permitted to fire. Recall the Combat Module represents six ranges from 250 to 2,500 meters, or from 250 to 2,500 meters and "deep." Figure D-6 illustrates the first case. Range 1 corresponds to the shortest range. In the example, the Blue weapon type is permitted to fire at all six ranges. The Red weapon type is permitted to fire at the first three ranges. In this case, the Red weapon was denied the opportunity to fire at greater ranges because the AFP analyst had looked at the SSPK data and noted that Red type 24 had 0.0 PK against Blue type 24 at 1,500 meters. Limiting Red firing to the first three ranges saves some computing time.

(7) **REFIRE TIME** specifies the mean times (in minutes) to refire. Refire time is assumed to be lognormally distributed with the given means and standard deviations equal to one-half the given means. Refire times do not affect first shots of the usual direct fire weapon types. However, "refire" times do affect the times (shot cycles) to the first shots of weapons in the counterbattery versions of direct fire engagements.

(8) The section **DETECTION** provides input values affecting detection: whether there is detection at all and the times to detect.

(a) **SENSOR TYPE** provides two entries per weapon type. The first entry is the index of the sensor type. The second entry specifies whether the sensing is in the optico-visual (1) or thermal (2) bands.

(b) **RESOLVABLE CYCLES** gives the minimum number of resolvable cycles required for a detection to be successful in the sense that a target is considered sufficiently well identified to be fired upon.

(c) **SENSING SIZE** gives the apparent sizes in meters. The sizes depend on weapon type and posture. In the example, all the Blue weapons are in the open, and all the Red weapons are in defilade.

(d) **LIGHT** specifies the light level in foot candles. Values greater than 100.0 are reset to 100.0 within the Combat Module.

(e) **CONTRAST** provides two entries per weapon type. The first entry is the optico-visual contrast. The second entry is the temperature difference for thermal sensing.

(f) **ATTENUATION** gives the extinction coefficients.

(g) **MAGNIFICATION** gives the magnification (in diameters) for the corresponding sensors.

(h) **BRIGHTNESS** specifies the sky over ground brightness ratio.

(9) **DISTRIBUTION OF INDIRECT WEAPONS** applies if one or both weapons are mortar, artillery, or rockets used as counterbattery weapons--i.e., in the special version of direct fire engagement. Then the entry specifies the fraction of the weapon type devoted to counterbattery actions. (There should be no engagements in which only one weapon type is in the counterbattery role.)

(10) **EXPECTED FRACTIONAL DAMAGE** applies if one or both weapons are mortar, artillery, or rockets used as counterbattery weapons. (There should be no engagements in which only one weapon type is in the counterbattery role.) Then each entry specifies the fractional damage per round for the one given weapon type opposing the other given weapon type. However, counterbattery kills in the Combat Module do not depend on these numbers but on the following Blue and Red PK entries.

(11) **BLUE PK** specifies the single shot PK for the given Blue weapon type against the given opposing Red weapon type at each of the six identified ranges. The PKs take into account the posture of shooter and target: stationary or moving, open or defilade. The same PKs are used for first and all subsequent shots.

(12) **RED PK** specifies the single shot PK for the given Red weapon type against the opposing Blue weapon type at each of the six identified ranges. Other remarks on Blue PK apply here as well.

(13) **RANGE DISTRIBUTION** specifies the intended fractional distribution of duels in each (if there are two) odds class. The entries shown are the AFP version of a "uniform" distribution. In the event of "tied" fractions, duels are inserted from shorter to longer ranges. Duels are distributed independently from each odds class. Note that fewer than six duels within an odds class inevitably leaves at least one range empty.

(14) **ORIGINAL PREFERENCE** specifies fractional preferences from the shooters' points of view without regard to targets' preferences or to possibly very different numbers of weapons of each and other types.

(15) **MODIFIED PREFERENCE** specifies fractional preferences after reconciliation of possibly different shooter and target views. The entries have been moved half-way toward the mean of the original preferences and then renormalized across weapon types. Recall that these modified preferences generally do not directly show the fractions of weapons that are to be allocated to this type-on-type engagement because the net fractions depend also on the total inventories of these and other weapon types.

(16) **PARTICIPATION** (first occurrence) specifies the fractions of allocated weapons to be engaged. Participation is intended to vary from 0.0 to 1.0, but more than 100 percent participation is accepted by the Combat Module. Participation is intended to provide a factor for adjusting engagement levels in accord with any of many practical realities. For example, aircraft and air defense weapons may have very high preferences for one another; but, if the speeds at which aircraft move are so great as to make aircraft and air defense engagements relatively infrequent and/or of very short duration, a participation factor less than 1.0 yields a reduced activity level. Or reduced participation may be considered necessary as a way to represent the fact that many intended engagements do not occur.

(17) **ENGAGEMENT DURATION** is specified in minutes. The example sets duration to 2.01 minutes.

(18) **ENGAGEMENTS PER DAY** should be "1". Fractional engagements have no significance.

(19) **# TIMES SURVIVOR IN CONFLICT** specifies the number of conflicts per day. Fewer than the specified number of conflicts may occur if there are no survivors of early conflicts.

(20) **CREW LOSSES SUFFERED PER KILL** specifies the number of the casualties assessed for each weapon killed of the corresponding type.

(21) **BLUE INDIRECT REFIRE TIMES** lists the input-specified times between rounds for the Blue indirect fire weapon types by weapon type. The times are given in minutes. The time 6.66 minutes is a default value input for nonexistent weapon types. The values 0.5 and 1.0 correspond to single round sustained refire times of ordinary tube weapons. The 0.16 minute time is artificial in the sense that it leads to the expenditure of a full 12-round load of rockets from a launcher within 2 minutes without an implied pod reload. The artifice is liable to some abuse by the integer roundup and roundoff rules used in latching indirect fire volleys to the direct fire shot cycles.

(22) **BLUE FRACTION FOR AREA FIRE** lists the input-specified fractions of total indirect fire weapons by type to be devoted to indirect fire roles. It is intended that counterbattery and indirect fractions sum to 1.0. However, it is possible to override this limit permitting more or less than the total number of weapons to be allocated. In the example, the fractions range from 0.5 to 1.0.

(23) **BLUE INDIRECT KILLS/RND** specify the "lethalities" of indirect fire rounds in order by weapon type for each direct fire range band. The values in the example are arbitrary values input for test purposes. Recall that these data are in the form of fractional kills per round not SSPKs, whose values must not exceed 1.0.

(24) **RED INDIRECT REFIRE TIMES, RED FRACTION FOR AREA FIRE, and RED INDIRECT KILLS/RND** for Red all are similar to the Blue counterparts described in (21)-(23) above.

(25) **DAY 1**

(a) **ALLOCATIONS** shows the numbers of the weapons of the given types allocated to this type-on-type engagement on the first day.

(b) **PARTICIPATION** (second occurrence) shows the numbers of weapons of the given types assigned to the type-on-type engagement after application of the participation factors given in line **PARTICIPATION** (first occurrence) above. In the example shown, because the participation factor is 1.0 for both weapon types, the numbers of weapons participating are exactly equal to the numbers of weapons allocated.

(c) **EXTERNAL LOSSES** shows how many losses (if any) were assessed as preengagement losses in accord with input-specified factors. In the example, Blue and Red external loss factors were both 0.0; hence, 0.0 weapons were charged as external losses. External losses are assessed each day at the input-specified fraction of allocations.

(d) **BLUE DIRECT LOSSES** lists the numbers of Blue weapons of the given type killed by the opposing Red direct fire weapon type at each of the six ranges. (The numbers of weapons assigned to each range are listed later in the QAREP.) The losses are the totals over all conflicts on the first day.

(e) **RED DIRECT LOSSES** lists the numbers of Red weapons or the given type killed by the opposing Blue direct fire weapon type at each of the six ranges. (The numbers of weapons assigned to each range are listed later in the QAREP.) The losses are the totals over all conflicts on the first day.

(f) **BLUE DIRECT SHOTS** records the number of shots (or bursts) fired by Blue direct fire weapons of the given type at each range. The entries are the totals over all conflicts between these two types on the first day.

(g) **RED DIRECT SHOTS** records the number of shots (or bursts) fired by Red direct fire weapons of the given type at each range. The entries are the totals over all conflicts between these two types on the first day.

(h) **BLUE INDIRECT LOSSES** tabulates the losses suffered by the Blue direct fire weapon type to each of 10 (columns) Red indirect fire weapon types (usually fewer than 10 types are active) by range (rows). Ranges with no associated losses are suppressed. Totals by range and by indirect fire weapon type are included. The results are totals over all conflicts on the first day. Clearly, a loss recorded in a column implies that the corresponding Red indirect fire weapon type must be assigned to the engagement. However, the absence of a loss in a column implies nothing; the corresponding indirect fire weapon type may or may not have been assigned. Fortunately, other tables in QAREP identify exactly how many weapons and rounds are involved in the losses shown.

(i) **RED INDIRECT LOSSES** tabulates Red indirect fire weapon losses in a fashion just like that described for BLUE INDIRECT LOSSES in (h) above.

(j) **BLUE INDIRECT SHOTS** tabulates the rounds fired by Blue indirect fire weapons against the corresponding Red direct fire weapon type. The rounds are recorded for each of 10 (columns) Blue weapon types and by range (rows). Total rounds by range and firing weapon type are included. The results are totals over all conflicts on the first day. The rounds fired are usually fractions of the totals that could be fired by the given numbers of tubes at the given rates and in the times available. The smaller numbers of rounds fired reflect adjustment for the fact that usually only a fraction of the targets of the given type are committed to the engagement displayed.

(k) **RED EXPECTED INDIRECT LOSSES** tabulates the products of Blue indirect rounds fired (from the table above) and the expected "fractional kills per round" (separately reported below). The expected losses are totals over all conflicts on the first day. Indirect fire rounds may "strike" already killed targets. No credit is given for overkill. In general, expected indirect kills may exceed the number of available targets.

(l) **RED INDIRECT SHOTS and BLUE EXPECTED INDIRECT LOSSES** present counterpart information to that just described for BLUE INDIRECT SHOTS and RED EXPECTED INDIRECT LOSSES above. Again, the tables cover all conflicts on the first day.

(m) **CONFLICT 1** begins a section of tables providing more detailed information about the activities of the first conflict on the first day.

1. The first table under CONFLICT 1 provides information about the direct fire duels by range (rows). The two columns headed DUELS show how many duels at the corresponding odds classes (1:1 and 2:1 ratios) were allocated to the first conflict on the first day. At 250 m it should be clear that 22 duels at 1:1 and one duel at 2:1 translates to a total of 24 Blue and 23 Red direct fire weapons. From the duels/odds data, it is always possible to determine how many weapons are involved. The columns headed DETECTIONS show ATTEMPTed detections, SUCCESSful detections, and AVerage TiMes to detect. The number of successes should not exceed the number of weapons. However, because not all attempts are successful, the number of attempts may exceed the number of weapons. The Combat Module notes when a detection failure is the result of too few resolvable cycles; additional attempts are not made inasmuch as the same (insufficient) number of resolvable cycles would be recur. The last column in the table (UP BOUND ON SHOTS) list the number of shot cycles at each range. In the example, 24 shot cycles are permitted at each range. Recall that the number of shot cycles depends on both direct refire times and the odds classes. Because the Combat Module includes a "shoot back" feature, weapons may, outside the normal detection process, return fire after receiving an input-specified number of rounds from otherwise "undetected" opponents.

2. BLUE INDIRECT SHOOTERS lists the numbers of Blue indirect fire weapons by type and in total (columns) assigned to each range and in total (rows) for the first conflict on the first day. All indirect firers are considered assigned, even though less than all targets of the given type may be committed to the currently displayed engagement. (Counterbattery firers of the same weapon type are not considered "indirect firers" in the special AFP sense.) Adjustment for target numbers is made to the rounds fired--not to the tubes considered to be firing.

3. RED INDIRECT SHOOTERS lists counterpart information for Red similar to that for Blue described in the immediately preceding paragraph.

(n) CONFLICT 2 begins a set of three tables for the second conflict on the first day. The tables are similar to those for CONFLICT 1 and subsequent conflicts 3 and 4. However, the values in the tables may differ markedly from those of the preceding and later conflicts. Because of attrition in conflict 1, conflict 2 generally begins with fewer direct fire weapons. Different numbers of direct fire weapons will usually force a change in the odds classes of duels. Differences in odds classes in turn may change the number of shot cycles relative to the first conflict. Furthermore, even though all indirect firers survive the entire day intact, the indirect fire weapons are assigned to the conflicts only in proportion to r/R , where r is the number of targets at the beginning of a conflict and R is the number at the beginning of the day. Throughout a day the R -value remains fixed. However, the r -value is diminished by the kills in preceding conflicts. In the example, r/R is smaller for the second conflict than for the first one on the first day.

(o) CONFLICT 3 includes tables similar to those described above for conflicts 1 and 2. However, because no direct fire weapons survived conflicts 1 and 2 at ranges 250 through 1,000 meters, those ranges are "vacant" in conflict 3.

(p) CONFLICT 4 includes tables similar to those described above. As in conflict 3, the shorter range bands are vacant as the result of total attrition at those ranges in the first two conflicts.

(q) RED:BLUE EXCHANGE RATIO presents the net exchange ratios for the first day's conflicts.

(26) DAY 2 provides information about the second day's conflicts between the same two direct fire weapon types. The formats are the same as for DAY 1. The Combat Module, between the first and second days, performs the important step of pooling survivors of direct fire engagements of all types and repeating the allocation of direct and indirect fire weapons to engagements using the new availabilities. Strongly divergent attrition patterns on the first day may lead to vastly different weapons assignments on the second day, even though the preference factors remain the same on all days. The reason for the differences in allocations is that net allocations depend not only on the preferences but also on the inventories; it is the inventories that may have changed greatly from one day to the next.

The indirect firers are not attrited during a day, but the counterbattery weapons generally are attrited. Between days, the indirect and counterbattery weapons of a type are pooled before applying the original counterbattery and area fire fractions again. Hence, the numbers of indirect fire weapons allocated to indirect and counterbattery roles may both change.

D-4. RUNSTREAM. This paragraph describes the SSG program which generates runstreams to execute the preprocessors PREFGEN, RNGDSTGEN, PKSGEN, and PROJGEN, the Combat Module MAIN, and the postprocessors QA Report, Killer/Victim Scoreboard, Allocation Report, and CXPS Module. A runstream will be generated for each environment selected. Multiple executions of the preprocessor, MAIN module, and postprocessors will be in the runstream if different random number seeds are requested. Familiarity with the UNIVAC Symstream language and SSG processor is assumed.

a. INTENT. SSG generation of runstreams is intended to simplify changes to element names and parameters which are needed when creating runstreams. Execution of the AFP Combat Module requires 11 different input files, 5 output files which are saved, and several parameters per program. During production runs, there are 16 runstreams, each with 10 repetitions. Chances of missing an element name or parameter are great. A generator minimizes naming errors and would eliminate keying errors.

b. SSG Section. The SSG statements are the parameters for the SSG skeleton. Their order is not important, because the first variable on the line is a keyword. Figure D-7 is an example of the SSG statements required. Explanations of each SGS follow.

- (1) **RUNID** - user ID on @RUN statement.
- (2) **USERID** - user ID for permanent files which will be created during run.
- (3) **PFILES** - permanent files where absolute programs are stored.
- (4) **FORCE** - four-character force code for permanent file names and report titles.
- (5) **FORCE1CH** - one-character force code for permanent file names and version names.
- (6) **ENV** - all possible environments; this SGS does not change.
- (7) **ENVFIRST** - first environment for which a runstream should be generated.
- (8) **ENVLAST** - last environment for which a runstream should be generated; runstreams will be generated for the range of first through last environments.


```

1  SGS
2  RUNID 30
3  USERID H7
4  PFILES *H7AFP *98AFP
5  FORCE HM80
6  FORCE1CH H
7  ENV 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
8  ENVFIRST 1
9  ENVLAST 3
10 SUPP 01 06 11 04 01 06 11 04 01 06 11 04 01 06 11 04
11 PNMAMES PAPD STATIC PADE BAPD RAPD STATIC PADE BAPD ;
12 RAPD STATIC PADE BAPD RAPD STATIC PADE BAPD
13 LIGHT D D D D N N N N D D D D N N N N
14 BDIV 1 1 1 3 1 1 1 1 1 1 1 1 1 1 1 1
15 RDIV 3 1 4 1 3 1 4 1 3 1 4 1 3 1 4 1
16 ALPHA A B C D E F G H I J K L M N O P
17 NPEPS 1
18 KVCOPIES 3
19 BASE *H7BASEDATA
20 PKS H7PKS
21 RNGDST *H7RNGDST
22 PPEF *H7PPEF
23 CSCSS *H7CSCSS
24 ENGAGE *H7ENGAGE PA'D
25 PCAS *H7PCAS H
26 CVALS *H7GLOBAL CVALS
27 FFACTS *H7GLOBAL FFACTS
28 GENSTY1 T T T F T T T F T T T F T T T F
29 GENSTY2 F F F T F F F T F F F T F F F T
30 TYPLIN 1 6 1 6
31 SUPERTRP ''10 8 5 ''
32 SUPERB ''1 2 3 4 5 6 42 44''
33 SUPERR ''1 2 3 42 44''
34 QAREP
35 CAPKS 0
36 RPTPS1 '' 1 2 3 4 5 6 7 8 9 10 ''
37 RPTPS1 '' 11 12 13 14 15 16 17 18 19 20 ''
38 RPTPS1 '' 21 22 23 24 25 26 27 28 29 30 ''
39 RPTPS1 '' 31 32 33 34 35 36 37 38 39 40 ''
40 RPTPS1 '' 41 42 43 44 45 46 47 48 49 50 ''
41 RPTPS1 '' 51 52 53 54 55 56 57 58 59 60 ''
42 RPTPS2 '' 1 2 3 4 5 6 7 8 9 10 ''
43 RPTPS2 '' 11 12 13 14 15 16 17 18 19 20 ''
44 RPTPS2 '' 21 22 23 24 25 26 27 28 29 30 ''
45 RPTPS2 '' 31 32 33 34 35 36 37 38 39 40 ''
46 RPTPS2 '' 41 42 43 44 45 46 47 48 49 50 ''
47 RPTPS2 '' 51 52 53 54 55 56 57 58 59 60 ''
48 AIR1 '' 1 41 ''
49 AIR2 '' 1 41 ''
50 OUTPD '' 80 ''
51 OKTHTP '' F ''
52 OJVIS 1 1 1 1 1 1 1 2 2 2 2 2 2 2
53 OJDAY 1 1 1 1 2 2 2 2 1 1 1 1 2 2 2
54 OJPOS 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
55 IPFOR '' 2001 ''
56 IPFOR '' 1000 ''
57 ICOMBO '' 1 ''
58 TVALON TRUE
59 @EOF

```

Figure D-7. SGS Statements Example

(9) **SUPP** - environment-related suffix for CSCSS elements; four CSCSS elements are created to correspond to the four postures; all RAPD environments will use 01; STATIC environments use 06; RADE environments use 11; BAPD environments use 04.

(10) **PNAMES** - postures for all 16 environments; this SGS does not change.

(11) **LIGHT** - day/night conditions for each of 16 environments.

(12) **BDIV** - Blue force ratio for all 16 environments; Blue inventory is for one division, if the force to be played is larger, the force ratio is a multiplier.

(13) **RDIV** - Red force ratio for all 16 environments.

(14) **ALPHA** - 5th character of run ID.

(15) **NREPS** - random number seeds for replications; each runstream created will use all seeds listed here.

(16) **BASE** - basedata file; element names using FORCE and ENV SGS statements will be generated.

(17) **PKS** - SSPK file; element names using PNAMES, LIGHT, and FORCE1CH SGS statements will be generated.

(18) **RNGDST** - range distribution file; element names using PNAMES and FORCE1CH SGS statements will be generated.

(19) **PREF** - preference file; element names use PNAMES, FORCE1CH.

(20) **CSCSS** - CSCSS file; element names use FORCE, SUPP.

(21) **ENGAGE** - engagement file and element name; element name does not change by environment or posture.

(22) **PCAS** - PCAS file and element name; element name does not change by environment or posture.

(23) **CVALS** - file and element name of CVALS input to CXPS Module.

(24) **FRACTS** - file and element name of FRACTS input to CXPS Module.

(25) **GDNSTY1** - density reductions Side 1 for all 16 environments; T = reduction occurs, F = no reduction.

(26) **GSNSTY2** - density reduction Side 2 for all 16 environments.

(27) **TYPLIM** - types entering combat.

(a) Lower and upper limit Side 1 types.

(b) Lower and upper limit Side 2 types.

(28) **SUPERTRP** - super-troop parameter for allocation reports; enclose in quotes

(a) Super-troop multiplication factor

(b) Total number of Blue super-troops

(c) Total number of Red super-troops.

(29) **SUPERB** - AFP number of Blue super-troop items; enclose in quotes.

(30) **SUPERR** - AFP number of Red super-troop items; enclose in quotes.

(31) **QAREP** - this SGS is for the QA report; if removed or misspelled no report will be generated.

(32) **QAPKS** - SSPK print parameters for QA report; 0 = suppress SSPK values in report; 1 = print SSPK values which makes QA report SECRET classification.

(33) **RPTPS1** - AFP number(s) of Blue type(s) to be shown in QA report; this SGS may be repeated to accommodate all AFP numbers needed; enclose in quotes.

(34) **RPTPS2** - AFP number(s) of Red type(s) to be shown in QA report; this SGS may be repeated; enclose in quotes.

(35) **AIR1** - Side 1 aircraft types; enclose in quotes.

(36) **AIR 2** - Side 2 aircraft types; enclose in quotes.

(37) **OJTPD** - A year symbol to appear in output records.

(38) **OKTHTR** - A theater symbol to appear in output records.

(39) **OJVIS** - Symbols corresponding to clear (1) and degraded (2) visibility for the AFP standard 16 combat environments. A symbol appears in output records and may appear in the input CS/CSS moduli records.

(40) **OJDAY** - Symbols corresponding to daytime (1) and nighttime (2) for the AFP standard 16 combat environments. A symbol appears in output records and may appear in the input CS/CSS moduli records.

(41) **OJPOS** - Symbols corresponding to RAPD (1), STATIC (2), RADE (3), and BAPD (4) postures for the AFP standard 16 combat environments. A symbol appears in output records and may appear in input CS/CSS moduli records.

(42) **IBFOR** - Specifies a four- to six-digit division identifier to be included in output records. A TPSN is a logical choice for division identifier.

(43) **IRFOR** - Specifies a four- to six-digit threat identifier to be included in output records.

(44) **ICOMBO** - A case symbol appearing in CS/CSS moduli input and partial combat potential output records.

(45) **TVALON** - Controls the weighting of the first four components of combat potential. TRUE = apply target value weights. FALSE = apply weights of 1.0.

c. SKEL Section. The SSG Skeleton is a program which will generate ECL statements using the SGS parameters and internal looping directives. The skeleton shown in Figure D-8 will generate a standard AFP runstream which can be modified for special cases or conditions. Or, the skeleton itself can be modified to generate a special case. Points of interest about the skeleton include the following:

(1) The skeleton creates additional SGS statements which are used during runstream generation. These new SGS statements are element names which change by environment name and/or posture.

(a) **COMBAT** - environment for which this runstream is being generated; skeleton will loop from ENVFIRST through ENVLAST.

(b) **PREFIX** - USERID and FORCE are prefixed to permanent file names.

(c) **CXPS** - environment part of element name to which CXPS output is saved; name also uses NREP.

(d) **CSELT** - FORCE and SUPP used to create CSCSS element name.

(e) **BASELT** - FORCE and ENV used to create BASEDATA element name.

(f) **PKSELT** - PNames and LIGHT used to create PKS element name with version FORCE1CH.

(g) **RNGELT** - PNames used to create range distribution element name with version FORCE1CH; name has format PNAME - DEEP/FORCE1CH.

(h) **PRFELT** - PNames used to create preference element name with version FORCE1CH.

(i) **INVNTR** - file name where inventory elements are kept; FORCE used to create inventory element name with version PNames: if inventory does not change by posture, remove version from generated runstream or change skeleton.

```

1 SKEL
2 *INCREMENT IE FROM [ENVFIRST,1,1,1] TO [ENVLAST,1,1,1]
3 *CREATE SGS: COMBAT [ENV,1,IE,1]
4 *CREATE SGS: PREFIX [USERID,1,1,1][FORCE,1,1,1]
5 *CREATE SGS: CXPS [ENV,1,IE,1]
6 *CREATE SGS: CSELT [FORCE,1,1,1][ESUPP,1,IE,1]
7 *CREATE SGS: BASELT [FORCE,1,1,1][ENV,1,IE,1]
8 *CREATE SGS: PKSELT [PNAMES,1,IE,1][ELIGHT,1,IE,1][FORCE1CH,1,1,1]
9 *CREATE SGS: RNGELT [PNAMES,1,IE,1][DEEP,1,IE,1][FORCE1CH,1,1,1]
10 *CREATE SGS: PRFELT [PNAMES,1,IE,1][FORCE1CH,1,1,1]
11 *CREATE SGS: INVNTR H7AFPFILES [INVEFORCE,1,1,1]
12 *CREATE SGS: NDIV1 [BDIV,1,IE,1]
13 *CREATE SGS: NDIV2 [RODIV,1,IE,1]
14 *CREATE SGS: DNSTY1 [GDNSTY1,1,IE,1]
15 *CREATE SGS: DNSTY2 [GDNSTY2,1,IE,1]
16 *PRKPT,K H7RUNS.G0CFORCE,1,1,1][COMBAT,1,1,1][NENREPS,1,1,1]
17 *EDIT ON
18 #RUN,/TPR DCCRUNID,1,1,1][ALPHA,1,IE,1][NPEPS,1,1,1],E1899P2277D,E
19 SECRET,60G,6300 . KNOX (703) 476-4923
20 #QUAL UNCLASSIFIED
21 #ASG,A H7AFPFILES/AFP/AFP.
22 #ASG,A H7RUNS/AFP/AFP.
23 *INCREMENT L TO [PFILES]
24 *INCREMENT M TO [PFILES,1]
25 #ASG,A [PFILES,L,M,1]
26 *LOOP
27 *LOOP
28 #HDG,S **** [FORCE,1,1,1] ENV [COMBAT,1,1,1] SEEDS [NREPS,1] ****
29 #PRT,S H7RUNS.G0CFORCE,1,1,1][COMBAT,1,1,1][NENREPS,1,1,1]
30 # . SAVE THE PROGRAMS
31 #ASG,T ABS-FILE.,///10000
32 #COPY,AC *H7AFP.870PKSGEN,ABS-FILE.870PKSGEN
33 #COPY,AC *H7AFP.870PROJGEN,ABS-FILE.870PROJGEN
34 #COPY,AC *H7AFP.870PREFGEN,ABS-FILE.870PREFGEN
35 #COPY,AC *H7AFP.870PNGDSTGEN,ABS-FILE.870PNGDSTGEN
36 #COPY,AC *H7AFP.870MAIN,ABS-FILE.870MAIN
37 #COPY,AC *98AFP.870GENKV,ABS-FILE.870GENKV
38 #COPY,AC *98AFP.870GENAL,ABS-FILE.870GENAL
39 #COPY,AC *98AFP.870PRTKV,ABS-FILE.870PRTKV
40 #COPY,AC *H7AFP.870CXPS,ABS-FILE.870CXPS
41 #COPY,AC *H7AFP.870REPORT,ABS-FILE.870REPORT
42 #COPY,AC *H7AFP.PAUSE,ABS-FILE.PAUSE
43 *INCREMENT L TO [PFILES]
44 *INCREMENT M TO [PFILES,1]
45 #FREE [PFILES,L,M,1]
46 *LOOP
47 *LOOP
48 *IF [COMBAT]
49 #ASG,T 20.,///4000
50 #ASG,T 21.,///4000
51 #ASG,T 22.,///4000
52 #ASG,T 23.,///4000
53 #ASG,T 24.,///5000
54 #ASG,T 25.,///4000
55 #ASG,T 26.,///4000
56 #ASG,T 3.,///2000
57 #ASG,T 4.,///2000
58 #ASG,T 7.,///2000
59 # . UNIT 35 IS USED FOR TEMPORARY STORAGE
60 #ASG,T 35.,///2000
61 #ASG,T 34.,///20000
62 #ASG,T 9.,///500
63 #ASG,T 31.,///7000
64 #ASG,T 32.,///13000
65 #ASG,T 33.,///7000
66 *SET E TO 1
67 # . INPUT FILES
68 # .
69 # . LOCATE THE ELEMENTS FOR ENVIRONMENT DEPENDENT FILES
70 # .
71 #ASG,A [BASE,1,1,1]. . BASEDATA FILE
72 #ASG,T 15.
73 #ED [BASE,1,1,1].[BASELT,1,1,1],15.
74 #PRT,S [BASE,1,1,1].[BASELT,1,1,1]
75 #FREE [BASE,1,1,1].
76 #ASG,A [PKS,1,1,1]/XXX/XXX. . PKS

```

Figure D-8. SSG Skeleton
(page 1 of 4 pages)


```

77 #ASG,T 10.
78 #ED [PKS,1,1,1].[PKSELT,1,1,1],10.
79 #FREE [PKS,1,1,1].
80 #ASG,A [CRNGDST,1,1,1]. . RANGE DISTRIBUTION
81 #ASG,T 11.
82 #ED [CRNGDST,1,1,1].[CRNGELT,1,1,1],11.
83 #FREE [CRNGDST,1,1,1].
84 #ASG,A [CPREF,1,1,1]. . PREFERENCE FILE
85 #ASG,T 12.
86 #ED [CPREF,1,1,1].[CPREFELT,1,1,1],12.
87 #FREE [CPREF,1,1,1].
88 #ASG,A [CSCSS,1,1,1].
89 #ASG,T 14.
90 #ED [CSCSS,1,1,1].[CSELT,1,1,1],14.
91 #FREE [CSCSS,1,1,1].
92 #ASG,A [CENGAGE,1,1,1]. . ENGAGEMENT FILE
93 #ASG,T 13.
94 #ED [CENGAGE,1,1,1].[CENGAGE,1,2,1],13.
95 #FREE [CENGAGE,1,1,1].
96 #ASG,A [PCAS,1,1,1]. . PERSONNEL CASUALTY FILE
97 #ASG,T 16.
98 #ED [PCAS,1,1,1].[PCAS,1,2,1],16.
99 #FREE [PCAS,1,1,1].
100 #ASG,A [USERID,1,1,1][KVEFORCE,1,1,1]/XXX/XXX. . KV FILE
101 #ERS 20.
102 #ERS 21.
103 #ERS 25.
104 #FRS 26.
105 #XQT ABS-FILE.870PREFGEN
106 1 1 1 1 1 1
107 #XQT ABS-FILE.870CRNGDSTGEN
108 1 1 1 1 1 1
109 #XQT ABS-FILE.870PKSGEN
110 1 1 1 1 1 1
111 #XQT ABS-FILE.870PROJGEN
112 1 1 1 1 1 1
113 *INCREMENT IR TO [NREPS,1]
114 *CREATE SGS: REPS [NREPS,1,IR,1]
115 *SET R TO [CREPS,1,1,1]
116 #ERS 22.
117 #ERS 23.
118 #ERS 24.
119 #ERS 3.
120 #ERS 4.
121 #ERS 9.
122 #ERS 31.
123 #ERS 32.
124 #ERS 34.
125 #XQT ABS-FILE.870MAIN
126 1 1 1 1 1 1
127 [*R]
128 [CNSTY1,1,E,1] [CNSTY2,1,E,1]
129 [TYPLIM,1,1,1] [TYPLIM,1,2,1] [TYPLIM,1,3,1] [TYPLIM,1,4,1]
130 #ASG,T SORT33.,///1000
131 #SORT,ES
132 VOLUME=SMALL
133 KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
134 FILEIN=33.
135 FILEOUT=SORT33.
136 #EOF
137 #USE 33.,SORT33.
138 #ASG,T SORT9.,///1000
139 #SORT,ES
140 VOLUME=SMALL
141 KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
142 FILEIN=9.
143 FILEOUT=SORT9.
144 #EOF
145 #USE 9.,SORT9.
146 #ASG,T SORT24.,///1000
147 #SORT,ES
148 VOLUME=SMALL
149 KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
150 FILEIN=24.
151 FILEOUT=SORT24.
152 #EOF
153 #USE 24.,SORT24.

```

Figure D-8. SSG Skeleton
(page 2 of 4 pages)

```

154 #ASG,T SORT32.,///1000
155 #SORT,ES
156 VOLUME=SMALL
157 KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
158 FILEIN=32.
159 FILEOUT=SORT32.
160 #EOF
161 #USE 32.,SORT32.
162 # . SAVE DIRECT ACCESS FILES ALLOC, FALLOC, AND TTLOS IN ELEMENTS
163 #ASG,A [PREFIX,1,1,1]/XXX/XXX.
164 # . COPY,I 3.,[PREFIX,1,1,1].ACCOMBAT,1,E,1]RC[*R]
165 # . COPY,I 4.,[PREFIX,1,1,1].FECOMBAT,1,E,1]RC[*R]
166 # . COPY,I 9.,[PREFIX,1,1,1].TECOMBAT,1,E,1]RC[*R]
167 *IF [QAREP]
168 #DELETE,C [PREFIX,1,1,1]RECOMBAT,1,E,1]RC[*R]/XXX/XXX.
169 #XQT ABS-FILE.P#USE
170 #CAT,P [PREFIX,1,1,1]RECOMBAT,1,E,1]RC[*R]/XXX/XXX.,F///20000
171 #ASG,A [PREFIX,1,1,1]RECOMBAT,1,E,1]RC[*R]/XXX/XXX.
172 #KEEP [PREFIX,1,1,1]RECOMBAT,1,E,1]RC[*R].
173 #BRKPT PRINTS/[PREFIX,1,1,1]RECOMBAT,1,E,1]RC[*R]
174 #XQT ABS-FILE.87OREPORT
175 [CAPKS,1,1,1]
176 1 1 1 1 1
177 *INCREMENT K TO [RPTPS1]
178 *INCREMENT L TO [RPTPS1,K]
179 [RPTPS1,K,L,1]
180 *LOOP
181 *LOOP
182 9999
183 *INCREMENT K TO [RPTPS2]
184 *INCREMENT L TO [RPTPS2,K]
185 [RPTPS2,K,L,1]
186 *LOOP
187 *LOOP
188 9999
189 #EOF
190 #BRKPT PRINTS
191 # . SYM,U [PREFIX,1,1,1]RECOMBAT,1,E,1]RC[*R].
192 #END
193 #DELETE,C [PREFIX,1,1,1]DECOMBAT,1,E,1]RC[*R]/XXX/XXX.
194 #XQT ABS-FILE.P#USE
195 #CAT,P [PREFIX,1,1,1]DECOMBAT,1,E,1]RC[*R]/XXX/XXX.,F///20000
196 #ASG,A [PREFIX,1,1,1]DECOMBAT,1,E,1]RC[*R]/XXX/XXX.
197 #KEEP [PREFIX,1,1,1]DECOMBAT,1,E,1]RC[*R].
198 #BRKPT PRINTS/[PREFIX,1,1,1]DECOMBAT,1,E,1]RC[*R]
199 #XQT ABS-FILE.8706ENKV
200 #XQT ABS-FILE.870PRTKV
201 KV SCOREBOARD FOR [FORCE,1,1,1] ENV [COMBAT,1,E,1] SEED [*R]
202 [SUPERTRP,1,1,1]
203 [SUPERB,1,1,1]
204 [SUPERPR,1,1,1]
205 #ADD,E [INVNTR,1,1,1].[INVNTR,1,2,1]
206 #ADD,E 7.
207 #ED 7.,[USERID,1,1,1]KV[FORCE,1,1,1].FECOMBAT,1,E,1]RC[*R]
208 # . COPY KV FILE FOR KV ROLLUP
209 #ASG,T 7. . FOLLOWING PROGRAM WRITES TO UNIT 7
210 #XQT ABS-FILE.8706ENAL
211 # . PRINT THE ALLOCATION REPORT
212 #XQT ABS-FILE.870PRTKV
213 ALLOCATION REPORT FOR [FORCE,1,1,1] ENV [COMBAT,1,E,1] SEED [*R]
214 [SUPERTRP,1,1,1]
215 [SUPERB,1,1,1]
216 [SUPERPR,1,1,1]
217 #ADD,E [INVNTR,1,1,1].[INVNTR,1,2,1]
218 #ADD,E 7.
219 *IF [CXPS]
220 *IF NOT [COMBAT]
221 #ASG,T 7.,///2000
222 #ASG,A [BASE,1,1,1]. . BASEDATA FILE
223 #ASG,T 15.
224 #ED [BASE,1,1,1].[BASELT,1,1,1],15.
225 #FREE [BASE,1,1,1].
226 #ASG,A [CSCSS,1,1,1].
227 #ASG,T 14.
228 #ED [CSCSS,1,1,1].[CSELT,1,1,1],14.
229 #FREE [CSCSS,1,1,1].
230 #ASG,A [PCAS,1,1,1]. . PERSONNEL CASUALTY FILE

```

Figure D-8. SSG Skeleton
(page 3 of 4 pages)

```

231 #ASG,T 16.
232 #ED [PCAS,1,1,1].[PCAS,1,2,1],16.
233 #FREE [PCAS,1,1,1].
234 # . END OF NOT COMBAT IF
235 *END
236 #HDG ** [FORC,1,1,1] CXPS ENV [CXPS,1,E,1] SEED [*R] **
237 # . CREATE OUTPUT FILES FOR CXPS
238 #ASG,T 29.
239 #ASG,T 30.
240 # . RUN THE MERGE MODULE
241 # . RUN WITH FILES DEVELOPED EARLIER
242 # . COPY,I [PREFIX,1,1,1].ACCXPS,1,E,1][*R],3.
243 # . COPY,I [PREFIX,1,1,1].FCCXPS,1,E,1][*R],4.
244 # . COPY,I [PREFIX,1,1,1].TCCXPS,1,E,1][*R],9.
245 #ERS 7.
246 #XQT ABS-FILE.870CXPS
247 *. IMAGE GIVING INDICES IN CBT POT OUTPUT RECORDS
248 *EDIT ON
249 [ICOMBO,1,1,1]E
250 [CJTPD,1,1,1]E
251 [CKTHTR,1,1,1]E
252 [CJVIS,1,E,1]E
253 [CJDAY,1,E,1]E
254 [CJPOS,1,E,1]E
255 [IBFOR,1,1,1]E
256 [IRFOR,1,1,1]
257 *. IMAGE GIVING INDICES OF INPUT CS/CSS MODULI
258 [TVALON,1,1,1]
259 1 1 1 1 1 1
260 [NDIV1,1,E,1] [NDIV2,1,E,1]
261 [AIR1,1,1,1]
262 [AIP2,1,1,1]
263 #ADD [CVALS,1,1,1].[CVALS,1,2,1]
264 #ADD [FRACTS,1,1,1].[FRACTS,1,2,1]
265 # . COPY CXPS OUTPUT FOR INPUTTING TO ROLLUP
266 #DATA,L 29.
267 #END
268 #COPY,I 29.[PREFIX,1,1,1].ECCXPS,1,E,1][*R]
269 #ASG,T SORTOUT.
270 #SORT,S
271 VOLUME=SMALL
272 KEY=1,S,CH,A:67,10,CH,A
273 FILEIN=29.
274 FILEOUT=SORTOUT.
275 #ED,R SORTOUT.
276 LNP!
277 EXI
278 *END
279 #BRKPT PRINTS
280 #SYM,U [PREFIX,1,1,1][COMBAT,1,E,1][*R].,[KVCOPIES,1,1,1]
281 *REMOVE SGS REPS
282 *LOOP .IR
283 # . END OF CXPS IF
284 # . END OF ENVIRONMENT IF
285 *END
286 #FIN
287 *REMOVE SGS COMBAT
288 *REMOVE SGS PREFIX
289 *REMOVE SGS CXPS
290 *REMOVE SGS CSELT
291 *REMOVE SGS BASELT
292 *REMOVE SGS PKSELT
293 *REMOVE SGS RNGELT
294 *REMOVE SGS PRFELT
295 *REMOVE SGS INVNTR
296 *REMOVE SGS NDIV1
297 *REMOVE SGS NDIV2
298 *REMOVE SGS DNSTY1
299 *REMOVE SGS DNSTY2
300 *LOOP .IE
301 *EOF

```

Figure D-8. SSG Skeleton
(page 4 of 4 pages)

(j) **NDIV1** - Blue force ratio of environment for which this runstream is being generated; taken from SGS BDIV.

(k) **NDIV2** - Red force ratio of environment for which this runstream is being generated; taken from SGS RDIV.

(l) **DBSTT1** - Blue density reduction of environment for which this runstream is being generated; taken from SGS GDNSTY1.

(m) **DNSTY2** - Red density reduction of environment for which this runstream is being generated; taken from SGS GDNSTY2.

(2) The generated runstreams will be saved as elements in H7RUNS. The element names have the format:

```
GO (FORCE) E (COMBAT) N (NREPS first subfield).
For example, the SGSs FORCE HM80.
      ENVFIRST 01
      ENVLAST  02
      NREPS    3  4
```

will create additional SGSs COMBAT 01 and COMBAT 02, and two runstream elements will be generated,

```
H7RUNS.GOHM80E01N3 and
H7RUNS.GOHM80E02N3.
```

(3) All program absolutes are copied to a temporary file and executed from the temporary copy during the run.

(4) If the QA report is to be executed, it is done within a breakpoint file which can be printed later with an @SYM. This is because QA reports are very large. The breakpoint file can be scanned without wasting printer time and paper. If hard copy is needed, some or all of the report can be printed.

(5) The killer/victim scoreboard and allocation reports are written to a different breakpoint file. Analysts often require multiple copies of these reports. Writing the reports to a breakpoint file allows printing several copies without reexecution of the programs.

(6) The K/V results are saved as elements in a permanent file. The format of the file name and element name is: (USERID) KV (FORCE). E (COMBAT) R (repetition from NREP)

(7) The ALLOC, FALLOC, and TTLOS files from the MAIN module can be saved, but because they are large, they generally are not. The statements on lines 164-166 in H7AFP.MAINSSG/SKELREP should be changed from @COPY to @COPY if those files should be saved.

(8) The CXPS output files are saved as elements in:

(PREFIX) . E (CXPS) R (repetition from NREP)

d. Runstream to Execute SSG. Figure D-9 is an example of the statements needed to execute the SSG skeleton, H7AFP.MAINSSG/SKELREP, using the SGS parameters, H7AFP.MAINSSG/SGS. The statements can be executed within a breakpoint because of the length of the output. Check for an "END SSG" statement in the breakpoint file to make sure there were no errors. If there are no errors, the breakpoint file can be deleted. Make sure that the file H7RUNS. is available. One of the most possible errors that could occur is, if the generated runstream cannot be copied to H7RUNS.

```

1      @ASG,AX H7RUNS/YYY/YYY.
2      @PK1 U
3      @SSG,ABIKE H7AFP.MAINSSG/SKELREP,H7AFP.MAINSSG/SGS
4      @PK2,E
5      L END SSG

```

Figure D-9. Runstream to Execute SSG

e. Generated Runstreams. The generated runstreams are saved as elements in H7RUNS. Two examples follow. Figure D-10 has the SGS statements, skeleton, and three elements in H7RUNS generated for environments 1 through 3, one repetition apiece, QA report, and three copies of the K/V and Allocation reports. Figure D-11 has SGS statements, skeleton, and one element in H7RUNS generated for environment 4, three repetitions, no QA report, and one copy of the K/V and allocation reports.


```

SSG   SGS STATEMENTS

SGS
RUNID 30
USERID H7
PFILES #H7AFP #98AFP
FORCE HM80
FORCE1CH H
ENV 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
ENVFIRST 1
ENVLAST 3
SUPP 01 06 11 04 01 06 11 04 01 06 11 04 01 06 11 04
PNAMES RAPD STATIC RADE BAPD RAPD STATIC RADE BAPD ;
      RAPD STATIC RADE BAPD RAPD STATIC RADE BAPD ;
LIGHT 0 0 0 0 N N N N 0 0 0 0 N N N N
BDIV 1 1 1 3 1 1 1 3 1 1 1 3 1 1 1 3
RDIV 3 1 4 1 3 1 4 1 3 1 4 1 3 1 4 1
ALPHA A B C D E F G H I J K L M N O P
NREPS 1
KVCOPIES 3
BASE #H7BASEDATA
PKS H7PKS
RNGDST #H7RNGDST
PREF #H7PREF
CSCSS #H7CSCSS
ENGAGE #H7ENGAGE RAPD
PCAS #H7PCAS H
CVALS #H7GLOBAL CVALS
FRACTS #H7GLOBAL FRACTS
GDNSTY1 T T T F T T T F T T T F T T T F
GDNSTY2 F F F T F F F T F F F T F F F T
TYPLIM 1 60 1 60
SUPERTRP **10 8 5 **
SUPERB **1 2 3 4 5 6 42 44**
SUPERP **1 2 3 42 44**
QAREP
QAPKS 0
RPTPS1 ** 1 2 3 4 5 6 7 8 9 10 **
RPTPS1 ** 11 12 13 14 15 16 17 18 19 20 **
RPTPS1 ** 21 22 23 24 25 26 27 28 29 30 **
RPTPS1 ** 31 32 33 34 35 36 37 38 39 40 **
RPTPS1 ** 41 42 43 44 45 46 47 48 49 50 **
RPTPS1 ** 51 52 53 54 55 56 57 58 59 60 **
RPTPS2 ** 1 2 3 4 5 6 7 8 9 10 **
RPTPS2 ** 11 12 13 14 15 16 17 18 19 20 **
RPTPS2 ** 21 22 23 24 25 26 27 28 29 30 **
RPTPS2 ** 31 32 33 34 35 36 37 38 39 40 **
RPTPS2 ** 41 42 43 44 45 46 47 48 49 50 **
RPTPS2 ** 51 52 53 54 55 56 57 58 59 60 **
AIR1 ** 1 41 **
AIR2 ** 1 41 **
OJTPD ** 8 **
OKTHTR ** E **
OJVIS 1 1 1 1 1 1 1 2 2 2 2 2 2 2 2
OJDAY 1 1 1 1 2 2 2 2 1 1 1 2 2 2 2
OJPOS 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
IBFOR ** 2001 **
IRFOR ** 1000 **
ICOM80 ** 1 **
TVALON TRUE
#EOF

```

Figure D-10. SSG Example 1
(page 1 of 14 pages)

SSG REVISED SKELETON

```

1. 0 SKEL
2. 0 *INCREMENT IE FROM [ENVYFIRST,1,1,1] TO [ENVLAST,1,1,1]
3. 1 *CREATE SGS: COMBAT [ENV,1,IE,1]
4. 1 *CREATE SGS: PREFIX [USERID,1,1,1][FORCE,1,1,1]
5. 1 *CREATE SGS: CXPS [ENV,1,IE,1]
6. 1 *CREATE SGS: CSELT [FORCE,1,1,1][SUPP,1,IE,1]
7. 1 *CREATE SGS: BASELT [FORCE,1,1,1][ENV,1,IE,1]
8. 1 *CREATE SGS: PKSELT [PNAMES,1,IE,1][LIGHT,1,IE,1][FORCE1CH,1,1,1]
9. 1 *CREATE SGS: RNGELT [PNAMES,1,IE,1][DEEP][FORCE1CH,1,1,1]
10. 1 *CREATE SGS: PRFELT [PNAMES,1,IE,1][FORCE1CH,1,1,1]
11. 1 *CREATE SGS: INVNTR H7AFPFILES INVCFORCE,1,1,1]
12. 1 *CREATE SGS: NDIV1 [BDIV,1,IE,1]
13. 1 *CREATE SGS: NDIV2 [RDIV,1,IE,1]
14. 1 *CREATE SGS: DNSTY1 [GDNSTY1,1,IE,1]
15. 1 *CREATE SGS: DNSTY2 [GDNSTY2,1,IE,1]
16. 1 *BRKPT,K GOCFORCE,1,1,1][COMBAT,1,1,1][NREPS,1,1,1]
17. 1 *EDIT ON
18. 1 #RUN,TPR DDCRUNID,1,1,1][ALPHA,1,IE,1][NREPS,1,1,1],E1999P2277D,&
19. 1 SECRET,600,6300 . KNOX (703) 476-4923
20. 1 #QUAL UNCLASSIFIED
21. 1 #ASG,A H7AFPFILES/XXX/XXX.
22. 1 #ASG,A H7RUNS/XXX/XXX.
23. 1 *INCREMENT L TO [PFILES]
24. 2 *INCREMENT M TO [PFILES,1]
25. 3 #ASG,A [PFILES,L,M,1].
26. 2 *LOOP
27. 1 *LOOP
28. 1 #HOG,S **** [FORCE,1,1,1] ENV [COMBAT,1,1,1] SEEDS [NREPS,1] ****
29. 1 #PRT,S H7RUNS.GOCFORCE,1,1,1][COMBAT,1,1,1][NREPS,1,1,1]
30. 1 # . SAVE THE PROGRAMS
31. 1 #ASG,T ABS-FILE,///10000
32. 1 #COPY,AC #H7AFP.870PKSGEN,ABS-FILE.870PKSGEN
33. 1 #COPY,AC #H7AFP.870PROJGEN,ABS-FILE.870PROJGEN
34. 1 #COPY,AC #H7AFP.870PREFGEN,ABS-FILE.870PREFGEN
35. 1 #COPY,AC #H7AFP.870RNGDSTGEN,ABS-FILE.870RNGDSTGEN
36. 1 #COPY,AC #H7AFP.870MAIN,ABS-FILE.870MAIN
37. 1 #COPY,AC #98AFP.870GENKV,ABS-FILE.870GENKV
38. 1 #COPY,AC #98AFP.870GENAL,ABS-FILE.870GENAL
39. 1 #COPY,AC #98AFP.870PRTKV,ABS-FILE.870PRTKV
40. 1 #COPY,AC #H7AFP.870CXPS,ABS-FILE.870CXPS
41. 1 #COPY,AC #H7AFP.870REPORT,ABS-FILE.870REPORT
42. 1 #COPY,AC #H7AFP.PAUSE,ABS-FILE.PAUSE
43. 1 *INCREMENT L TO [PFILES]
44. 2 *INCREMENT M TO [PFILES,1]
45. 3 #FREE [PFILES,L,M,1].
46. 2 *LOOP
47. 1 *LOOP
48. 1 *IF [COMBAT]
49. 2 #ASG,T 20.,///4000
50. 2 #ASG,T 21.,///4000
51. 2 #ASG,T 22.,///4000
52. 2 #ASG,T 23.,///4000
53. 2 #ASG,T 24.,///5000
54. 2 #ASG,T 25.,///4000
55. 2 #ASG,T 26.,///4000
56. 2 #ASG,T 3.,///2000
57. 2 #ASG,T 4.,///2000
58. 2 #ASG,T 7.,///2000
59. 2 # . UNIT 35 IS USED FOR TEMPORARY STORAGE
60. 2 #ASG,T 35.,///2000
61. 2 #ASG,T 34.,///25000
62. 2 #ASG,T 9.,///500
63. 2 #ASG,T 31.,///7000
64. 2 #ASG,T 32.,///13000
65. 2 #ASG,T 33.,///2000
66. 2 *SET E TO 1
67. 2 # . INPUT FILES
68. 2 # .
69. 2 # . LOCATE THE ELEMENTS FOR ENVIRONMENT DEPENDENT FILES
70. 2 # .
71. 2 #ASG,A [BASE,1,1,1]. . BASEDATA FILE
72. 2 #ASG,T 15.
73. 2 #ED [BASE,1,1,1].[BASELT,1,1,1],15.
74. 2 #PRT,S [BASE,1,1,1].[BASELT,1,1,1]
75. 2 #FREE [BASE,1,1,1]
76. 2 #ASG,A [PKS,1,1,1]/XXX/XXX. . PKS
77. 2 #ASG,T 10.
78. 2 #ED [PKS,1,1,1].[PKSELT,1,1,1],10.
79. 2 #FREE [PKS,1,1,1]
80. 2 #ASG,A [RNGDST,1,1,1]. . RANGE DISTRIBUTION
81. 2 #ASG,T 11.
82. 2 #ED [RNGDST,1,1,1].[RNGELT,1,1,1],11.

```

SSG REVISED SKELETON

Figure D-10. SSG Example 1
(page 2 of 14 pages)

SSG REVISED SKELETON

```

83. 2 #FREE CRMGDST,1,1,1].
84. 2 #ASG,A CPREF,1,1,1]. . PREFERENCE FILE
85. 2 #ASG,T 12.
86. 2 #ED CPREF,1,1,1].CPRFELT,1,1,1],12.
87. 2 #FREE CPREF,1,1,1].
88. 2 #ASG,A CCSCSS,1,1,1].
89. 2 #ASG,T 14.
90. 2 #ED CCSCSS,1,1,1].CCSELT,1,1,1],14.
91. 2 #FREE CCSCSS,1,1,1].
92. 2 #ASG,A CENGAGE,1,1,1]. . ENGAGEMENT FILE
93. 2 #ASG,T 13.
94. 2 #ED CENGAGE,1,1,1].CENGAGE,1,2,1],13.
95. 2 #FREE CENGAGE,1,1,1].
96. 2 #ASG,A CPCAS,1,1,1]. . PERSONNEL CASUALTY FILE
97. 2 #ASG,T 16.
98. 2 #ED CPCAS,1,1,1].CPCAS,1,2,1],16.
99. 2 #FREE CPCAS,1,1,1].
100. 2 #ASG,A CUSERID,1,1,1].KV[FORCE,1,1,1]/XXX/XXX. . KV FILE
101. 2 #ERS 20.
102. 2 #ERS 21.
103. 2 #ERS 25.
104. 2 #ERS 26.
105. 2 #XQT ABS-FILE.870PREFGEV
106. 2 1 1 1 1 1 1
107. 2 #XQT ABS-FILE.870RNGDSTGEN
108. 2 1 1 1 1 1 1
109. 2 #XQT ABS-FILE.870PKSGEN
110. 2 1 1 1 1 1 1
111. 2 #XQT ABS-FILE.870PROJGEN
112. 2 1 1 1 1 1 1
113. 2 *INCREMENT IR TO CNREPS,17
114. 3 *CREATE SGS: PEPS [NRPS,1,IR,1]
115. 3 *SET R TO [REPS,1,1,1]
116. 3 #ERS 22.
117. 3 #ERS 23.
118. 3 #ERS 24.
119. 3 #ERS 3.
120. 3 #ERS 4.
121. 3 #ERS 9.
122. 3 #ERS 31.
123. 3 #ERS 32.
124. 3 #ERS 34.
125. 3 #XQT ABS-FILE.870MAIN
126. 3 1 1 1 1 1 1
127. 3 [*R]
128. 3 [CNSTY1,1,E,1] [CNSTY2,1,E,1]
129. 3 [TYPLIM,1,1,1] [TYPLIM,1,2,1] [TYPLIM,1,3,1] [TYPLIM,1,4,1]
130. 3 #ASG,T SORT33.,///1000
131. 3 #SORT,ES
132. 3 VOLUME=SMALL
133. 3 KEYW=3,35,36,B,A:4,35,36,P,A:2,35,36,B,A:1,35,36,B,A
134. 3 FILEIN=33.
135. 3 FILEOUT=33.
136. 3 #EOF
137. 3 #USE 33.,SORT33.
138. 3 #ASG,T SORT9.,///1000
139. 3 #SORT,ES
140. 3 VOLUME=SMALL
141. 3 KEYW=3,35,36,B,A:4,35,36,P,A:2,35,36,B,A:1,35,36,B,A
142. 3 FILEIN=9.
143. 3 FILEOUT=9.
144. 3 #EOF
145. 3 #USE 9.,SORT9.
146. 3 #ASG,T SORT24.,///1000
147. 3 #SORT,ES
148. 3 VOLUME=SMALL
149. 3 KEYW=3,35,36,B,A:4,35,36,P,A:2,35,36,B,A:1,35,36,B,A
150. 3 FILEIN=24.
151. 3 FILEOUT=24.
152. 3 #EOF
153. 3 #USE 24.,SORT24.
154. 3 #ASG,T SORT32.,///1000
155. 3 #SORT,ES
156. 3 VOLUME=SMALL
157. 3 KEYW=3,35,36,B,A:4,35,36,P,A:2,35,36,B,A:1,35,36,B,A
158. 3 FILEIN=32.
159. 3 FILEOUT=32.
160. 3 #EOF
161. 3 #USE 32.,SORT32.
162. 3 # . SAVE DIRECT ACCESS FILES ALLOC, FALLOC, AND TTLOS IN ELEMENTS
163. 3 #ASG,A CPREFIX,1,1,1]/XXX/XXX.
164. 3 # . COPY,I 3.,CPREFIX,1,1,1].ACCOMBAT,1,E,1][*R]

```

SSG REVISED SKELETON

Figure D-10. SSG Example 1
(page 3 of 14 pages)

SSG REVISED SKELETON

```

165. 3      # . COPY,I 4.,[PREFIX,1,1,1].F[COMBAT,1,E,1][R[*R]
166. 3      # . COPY,I 9.,[PREFIX,1,1,1].T[COMBAT,1,E,1][R[*R]
167. 3      *IF [CAPEP]
168. 4      #DELETE,C [PREFIX,1,1,1]T[COMBAT,1,E,1][R[*R]/XXX/XXX.
169. 4      #XQT ABS-FILE.PAUSE
170. 4      #CAT,P [PREFIX,1,1,1]T[COMBAT,1,E,1][R[*R]/XXX/XXX.,F///20000
171. 4      #ASG,A [PREFIX,1,1,1]T[COMBAT,1,E,1][R[*R]/XXX/XXX.
172. 4      #KEEP [PREFIX,1,1,1]T[COMBAT,1,E,1][R[*R].
173. 4      #BRKPT PRINTS/[PREFIX,1,1,1]T[COMBAT,1,E,1][R[*R]
174. 4      #XQT ABS-FILE.870REPORT
175. 4      CQAPKS,1,1,1]
176. 4      1 1 1 1 1 1
177. 4      *INCREMENT K TO [RPTPS1]
178. 5      *INCREMENT L TO [RPTPS1,K]
179. 6      [RPTPS1,K,L,1]
180. 5      *LOOP
181. 4      *LOOP
182. 4      9999
183. 4      *INCREMENT K TO [RPTPS2]
184. 5      *INCREMENT L TO [RPTPS2,K]
185. 6      [RPTPS2,K,L,1]
186. 5      *LOOP
187. 4      *LOOP
188. 4      9999
189. 4      #EOF
190. 4      #BRKPT PRINTS
191. 4      # . SYM,U [PREFIX,1,1,1]T[COMBAT,1,E,1][R[*R].
192. 3      *END
193. 3      #DELETE,C [PREFIX,1,1,1]D[COMBAT,1,E,1][R[*R]/XXX/XXX.
194. 3      #XQT ABS-FILE.PAUSE
195. 3      #CAT,P [PREFIX,1,1,1]D[COMBAT,1,E,1][R[*R]/XXX/XXX.,F///20000
196. 3      #ASG,A [PREFIX,1,1,1]D[COMBAT,1,E,1][R[*R]/XXX/XXX.
197. 3      #KEEP [PREFIX,1,1,1]D[COMBAT,1,E,1][R[*R].
198. 3      #BRKPT PRINTS/[PREFIX,1,1,1]D[COMBAT,1,E,1][R[*R]
199. 3      #XQT ABS-FILE.870GENKV
200. 3      #XQT ABS-FILE.870PRTKV
201. 3      KV SCOREBOARD FOR [FORCE,1,1,1] ENV [COMBAT,1,E,1] SEED [*R]
202. 3      [SUPERTRP,1,1,1]
203. 3      [SUPERB,1,1,1]
204. 3      [SUPERR,1,1,1]
205. 3      #ADD,E [INVNTR,1,1,1].[CINVNTR,1,2,1]
206. 3      #ADD,E 7.
207. 3      #ED 7.,[USERID,1,1,1]XVCFORCE,1,1,1].E[COMBAT,1,E,1][R[*R]
208. 3      # . COPY KV FILE FOR KV ROLLUP
209. 3      #ASG,T 7. . FOLLOWING PROGRAM WRITES TO UNIT 7
210. 3      #XQT ABS-FILE.8706ENAL
211. 3      # . PRINT THE ALLOCATION REPORT
212. 3      #XQT ABS-FILE.870PRTKV
213. 3      ALLOCATION REPORT FOR [FORCE,1,1,1] ENV [COMBAT,1,E,1] SEED [*R]
214. 3      [SUPERTRP,1,1,1]
215. 3      [SUPERB,1,1,1]
216. 3      [SUPERR,1,1,1]
217. 3      #ADD,E [INVNTR,1,1,1].[CINVNTR,1,2,1]
218. 3      #ADD,E 7.
219. 3      *IF [CXPS]
220. 4      *IF NOT [COMBAT]
221. 5      #ASG,T 7.,///2000
222. 5      #ASG,A [BASE,1,1,1]. . BASEDATA FILE
223. 5      #ASG,T 15.
224. 5      #ED [BASE,1,1,1].[CBASFLT,1,1,1],15.
225. 5      #FREE [BASE,1,1,1].
226. 5      #ASG,A [CSCSS,1,1,1].
227. 5      #ASG,T 14.
228. 5      #ED [CSCSS,1,1,1].[CSELT,1,1,1],14.
229. 5      #FREE [CSCSS,1,1,1].
230. 5      #ASG,A [PCAS,1,1,1]. . PERSONNEL CASUALTY FILE
231. 5      #ASG,T 16.
232. 5      #ED [PCAS,1,1,1].[PCAS,1,2,1],16.
233. 5      #FREE [PCAS,1,1,1].
234. 5      # . END OF NOT COMBAT IF
235. 4      *END
236. 4      #HDG ** [FORCE,1,1,1] CXPS ENV [CXPS,1,E,1] SEED [*R] **
237. 4      # . CREATE OUTPUT FILES FOR CXPS
238. 4      #ASG,T 29.
239. 4      #ASG,T 30.
240. 4      # . RUN THE MERGE MODULE
241. 4      # . RUN WITH FILES DEVELOPED EARLIER
242. 4      # . COPY,I [PREFIX,1,1,1].ACCXPS,1,E,1][R[*R],3.
243. 4      # . COPY,I [PREFIX,1,1,1].F[CXPS,1,E,1][R[*R],4.
244. 4      # . COPY,I [PREFIX,1,1,1].T[CXPS,1,E,1][R[*R],9.
245. 4      #ERS 7.
246. 4      #XQT ABS-FILE.870CXPS

```

SSG REVISED SKELETON

Figure D-10. SSG Example 1
(page 4 of 14 pages)

SSG REVISED SKELETON

```

247. 4      *. IMAGE GIVING INDICES IN CBT POT OUTPUT RECORDS
248. 4      *EDIT ON
249. 4      [ICOMBO,1,1,1]E
250. 4      [COJTPC,1,1,1]E
251. 4      [COKTHTR,1,1,1]E
252. 4      [COJVIS,1,1E,1]E
253. 4      [COJDAY,1,1E,1]E
254. 4      [COJPOS,1,1E,1]E
255. 4      [IBFOR,1,1,1]E
256. 4      [IRFOR,1,1,1]E
257. 4      *. IMAGE GIVING INDICES OF INPUT CS/CSS MODULI
258. 4      [TVALON,1,1,1]
259. 4      1 1 1 1 1 1
260. 4      [NDIV1,1,E,1] [NDIV2,1,E,1]
261. 4      [AIR1,1,1,1]
262. 4      [AIR2,1,1,1]
263. 4      #ADD [CVALS,1,1,1].[CVALS,1,2,1]
264. 4      #ADD [FRACTS,1,1,1].[FRACTS,1,2,1]
265. 4      #. COPY CXPS OUTPUT FOR INPUTTING TO ROLLUP
266. 4      #DATA,L 29.
267. 4      #END
268. 4      #COPY,I 29.,[PREFIX,1,1,1].[ECXPS,1,E,1]RC*P]
269. 4      #ASG,T SORTOUT.
270. 4      #SORT,S
271. 4      VOLUME=SMALL
272. 4      KEY=1,5,CH,A:67,10,CH,A
273. 4      FILEIN=29.
274. 4      FILEOUT=SORTOUT.
275. 4      #ED,R SORTOUT.
276. 4      LNP:
277. 4      EXI
278. 3      *END
279. 3      #BRKPT PRINTS
280. 3      #SYM,U [PREFIX,1,1,1]ECOMBAT,1,E,1]RC*P],CKVCOPIES,1,1,1]
281. 3      *REMOVE SGS REPS
282. 2      *LOOP .IR
283. 2      *. END OF CXPS IF
284. 2      *. END OF ENVIRONMENT 'F
285. 1      *END
286. 1      #FIN
287. 1      *REMOVE SGS COMBAT
288. 1      *REMOVE SGS PREFIX
289. 1      *REMOVE SGS CXPS
290. 1      *REMOVE SGS CSELT
291. 1      *REMOVE SGS BASELT
292. 1      *REMOVE SGS PKSELT
293. 1      *REMOVE SGS RNGELT
294. 1      *REMOVE SGS PRFELT
295. 1      *REMOVE SGS INVNTR
296. 1      *REMOVE SGS NOIV1
297. 1      *REMOVE SGS NOIV2
298. 1      *REMOVE SGS DNSTY1
299. 1      *REMOVE SGS DNSTY2
300. 0      *LOOP .IE
301. 0      #EOF

```

SSG STREAM GENERATION RUN LOG PART 1

```

COMBAT G1
PREFIX H7HM80
CXPS C1
CSELT HM80EQ1
BASELT HM80EQ1
PKSELT RAPO-O/H
RNGELT RAPO-DEEP/H
PRFELT RAPO/H
INVNTR H7AFPPFILES INVHM80
NOIV1 1
NOIV2 3
DNSTY1 T
DNSTY2 F

```

SSG GENERATED OUTPUT STREAM PART 1

```

1. 1 SKEL

```

SSG STREAM GENERATION RUN LOG PART 1

```

REPS 1
COMBAT 02
PREFIX H7HM80
CXPS 02
CSELT HM80EQ6
BASELT HM80EQ2
PKSELT STATIC-O/H
RNGELT STATIC-DEEP/H
PRFELT STATIC/H
INVNTR H7AFPPFILES INVHM80
NOIV1 1
NOIV2 1
DNSTY1 T
DNSTY2 F

```

Figure D-10. SSG Example 1
(page 5 of 14 pages)

SSG GENERATED OUTPUT STREAM PART 1

```

1. @RUN,/TPR D030A1,E1:99P?277D,SECRET,600,6300 . KNOX (703) 476-4923
2. @QUAL UNCLASSIFIED
3. @ASG,A #H7AFPFILES/XXX/XXX.
4. @ASG,A #H7RUNS/XXX/XXX.
5. @ASG,A #H7AFP.
6. @ASG,A #98AFP.
7. @HOG,S **** HM80 ENV 01 SEEDS 1 ****
8. @PRT,S #H7RUNS.GOHM87FCINI
9. @ . SAVE THE PROGRAMS
10. @ASG,T ABS-FILE.,///1000
11. @COPY,AC #H7AFP.870PKSGEN,ABS-FILE.870PKSGEN
12. @COPY,AC #H7AFP.870PROJGEN,ABS-FILE.870PROJGEN
13. @COPY,AC #H7AFP.870PREFGEN,ABS-FILE.870PREFGEN
14. @COPY,AC #H7AFP.870RNGDSTGEN,ABS-FILE.870RNGDSTGEN
15. @COPY,AC #H7AFP.870MAIN,ABS-FILE.870MAIN
16. @COPY,AC #98AFP.870GENKV,ABS-FILE.870GENKV
17. @COPY,AC #98AFP.870ENAL,ABS-FILE.870ENAL
18. @COPY,AC #98AFP.870PRTKV,ABS-FILE.870PRTKV
19. @COPY,AC #H7AFP.870CXPS,ABS-FILE.870CXPS
20. @COPY,AC #H7AFP.870EPORT,ABS-FILE.870EPORT
21. @COPY,AC #H7AFP.PAUSE,ABS-FILE.PAUSE
22. @FREE #H7AFP.
23. @FREE #98AFP.
24. @ASG,T 20.,///4000
25. @ASG,T 21.,///4000
26. @ASG,T 22.,///4000
27. @ASG,T 23.,///4000
28. @ASG,T 24.,///5000
29. @ASG,T 25.,///4000
30. @ASG,T 26.,///4000
31. @ASG,T 3.,///2000
32. @ASG,T 4.,///2000
33. @ASG,T 7.,///2000
34. @ . UNIT 35 IS USED FOR TEMPORARY STORAGE
35. @ASG,T 35.,///2000
36. @ASG,T 34.,///25000
37. @ASG,T 9.,///500
38. @ASG,T 31.,///7000
39. @ASG,T 32.,///13000
40. @ASG,T 33.,///2000
41. @ . INPUT FILES
42. @ .
43. @ . LOCATE THE ELEMENTS FOR ENVIRONMENT DEPENDENT FILES
44. @ .
45. @ASG,A #H7BASEDATA. . BASEDATA FILE
46. @ASG,T 15.
47. @ED #H7BASEDATA.HM80ED1,15.
48. @PRT,S #H7BASEDATA.#H80ED1
49. @FREE #H7BASEDATA.
50. @ASG,A #H7PKS/XXX/XXX. . PKS
51. @ASG,T 10.
52. @ED #H7PKS.RAPD-O/H,10.
53. @FREE #H7PKS.
54. @ASG,A #H7RNGDST. . RANGE DISTRIBUTION
55. @ASG,T 11.
56. @ED #H7RNGDST.RAPD-DEEP/H,11.
57. @FREE #H7RNGDST.
58. @ASG,A #H7PREF. . PREFERENCE FILE
59. @ASG,T 12.
60. @ED #H7PREF.RAPD/H,12.
61. @FREE #H7PREF.
62. @ASG,A #H7CSCSS.
63. @ASG,T 14.
64. @ED #H7CSCSS.HM80ED1,14.
65. @FREE #H7CSCSS
66. @ASG,A #H7ENGAGE. . ENGAGEMENT FILE
67. @ASG,T 13.
68. @ED #H7ENGAGE.RAPD,13.
69. @FREE #H7ENGAGE.
70. @ASG,A #H7PCAS. . PERSONNEL CASUALTY FILE
71. @ASG,T 16.
72. @ED #H7PCAS.H,16.
73. @FREE #H7PCAS.
74. @ASG,A #H7KVHM80/XXX/XXX. . KV FILE
75. @ERS 20.
76. @ERS 21.
77. @ERS 25.
78. @ERS 26.
79. @XQT ABS-FILE.870PREFGEN
80. 1 1 1 1 1
81. @XQT ABS-FILE.870RNGDSTGEN
82. 1 1 1 1 1

```

SSG GENERATED OUTPUT STREAM PART 1

Figure D-10. SSG Example 1
(page 6 of 14 pages)

SSG GENERATED OUTPUT STREAM PART)

```

83.      @XQT ABS-FILE.870PKSGEN
84.      1 1 1 1 1 1
85.      @XQT ABS-FILE.870PRJGEN
86.      1 1 1 1 1 1
87.      @ERS 22.
88.      @ERS 23.
89.      @ERS 24.
90.      @ERS 3.
91.      @ERS 4.
92.      @ERS 9.
93.      @ERS 31.
94.      @ERS 32.
95.      @ERS 34.
96.      @XQT ABS-FILE.870MATN
97.      1 1 1 1 1 1
98.      1
99.      T F
100.     1 60 1 60
101.     @ASG,T SORT33.,///1^00
102.     @SORT,ES
103.     VOLUME=SMALL
104.     KEYW=3,35,36,8,A:4,35,36,8,A:2,35,36,8,A:1,35,36,8,A
105.     FILEIN=33.
106.     FILEOUT=SORT33.
107.     @EOF
108.     @USE 33.,SORT33.
109.     @ASG,T SORT9.,///1030
110.     @SORT,ES
111.     VOLUME=SMALL
112.     KEYW=3,35,36,8,A:4,35,36,8,A:2,35,36,8,A:1,35,36,8,A
113.     FILEIN=9.
114.     FILEOUT=SORT9.
115.     @EOF
116.     @USE 9.,SORT9.
117.     @ASG,T SORT24.,///1200
118.     @SORT,ES
119.     VOLUME=SMALL
120.     KEYW=3,35,36,8,A:4,35,36,8,A:2,35,36,8,A:1,35,36,8,A
121.     FILEIN=24.
122.     FILEOUT=SORT24.
123.     @EOF
124.     @USE 24.,SORT24.
125.     @ASG,T SORT32.,///1^00
126.     @SORT,ES
127.     VOLUME=SMALL
128.     KEYW=3,35,36,8,A:4,35,36,8,A:2,35,36,8,A:1,35,36,8,A
129.     FILEIN=32.
130.     FILEOUT=SORT32.
131.     @EOF
132.     @USE 32.,SORT32.
133.     @ . SAVE DIRECT ACCESS FILES ALLOC, FALLOC, AND TTLOS IN ELEMENTS
134.     @ASG,A H7HM80/XXX/XXX.
135.     @ . COPY,I 3.,H7HM80.A01R1
136.     @ . COPY,I 4.,H7HM80.F01R1
137.     @ . COPY,I 9.,H7HM80.T01R1
138.     @DELETE,C H7HM80R01P1/XXX/XXX.
139.     @XQT ABS-FILE.PAUSE
140.     @CAT,P H7HM80R01R1/XXX/XXX.,F///20000
141.     @ASG,A H7HM80R01R1/XXX/XXX.
142.     @KEEP H7HM80R01R1.
143.     @BRKPT PRINTS/H7HM80R01P1
144.     @XQT ABS-FILE.870REPORT
145.     0
146.     1 1 1 1 1 1
147.     1 2 3 4 5 6 7 8 9 10
148.     11 12 13 14 15 16 17 18 19 20
149.     21 22 23 24 25 26 27 28 29 30
150.     31 32 33 34 35 36 37 38 39 40
151.     41 42 43 44 45 46 47 48 49 50
152.     51 52 53 54 55 56 57 58 59 60
153.     9999
154.     1 2 3 4 5 6 7 8 9 10
155.     11 12 13 14 15 16 17 18 19 20
156.     21 22 23 24 25 26 27 28 29 30
157.     31 32 33 34 35 36 37 38 39 40
158.     41 42 43 44 45 46 47 48 49 50
159.     51 52 53 54 55 56 57 58 59 60
160.     9999
161.     @EOF
162.     @BRKPT PRINTS
163.     @ . SYM,U H7HM80R01P1.
164.     @DELETE,C H7HM80D01P1/XXX/XXX.

```

SSG GENERATED OUTPUT STREAM PART)

Figure D-10. SSG Example 1
(page 7 of 14 pages)

SSG GENERATED OUTPUT STREAM PART 1

```

165. @XQT ABS-FILE.PAUSE
166. @CAT,P H7HM8000IR1/XXX/XXX.,F///20000
167. @ASG,A H7HM8000IR1/XXX/XXX.
168. @KEEP H7HM8000IR1.
169. @BRKPT PRINTS/H7HM8000IP1
170. @XQT ABS-FILE.870GENKV
171. @XQT ABS-FILE.870PRTKV
172. 1 KV SCOREBOARD FOR HM80 ENV 01 SEED 1
173. 2 10 8 5
174. 3 1 2 3 4 5 6 42 44
175. 4 1 2 3 42 44
176. @ADD,E H7AFPPFILES.INVHM80
177. @ADD,E 7.
178. @ED 7.,H7KVHM80.ED1?1
179. @ . COPY KV FILE FOR KV ROLLUP
180. @ASG,T 7. . FOLLOWING PROGRAM WRITES TO UNIT 7
181. @XQT ABS-FILE.870GENVAL
182. @ . PRINT THE ALLOCATION REPORT
183. @XQT ABS-FILE.870PRTKV
184. 1 ALLOCATION REPORT FOR HM80 ENV 01 SEED 1
185. 2 10 8 5
186. 3 1 2 3 4 5 6 42 44
187. 4 1 2 3 42 44
188. @ADD,E H7AFPPFILES.INVHM80
189. @ADD,E 7.
190. @HOG ** HM80 CXPS ENV 01 SEED 1 **
191. @ . CREATE OUTPUT FILES FOR CXPS
192. @ASG,T 29.
193. @ASG,T 30.
194. @ . RUN THE MERGE MODULE
195. @ . RUN WITH FILES DEVELOPED EARLIER
196. @ . COPY,I H7HM80.A01P1,3.
197. @ . COPY,I H7HM80.F01R1,4.
198. @ . COPY,I H7HM80.T01R1,9.
199. @ERS 7.
200. @XQT ABS-FILE.870CXPS
201. 1 1 80 E 1 1 1 2001 1000
202. 2 TRUE
203. 3 1 1 1 1 1
204. 4 1 3
205. 5 1 41
206. 6 1 41
207. @ADD *H7GLOBAL.CVALS
208. @ADD *H7GLOBAL.FRACTS
209. @ . COPY CXPS OUTPUT FOR INPUTTING TO ROLLUP
210. @DATA,L 29.
211. @END
212. @COPY,I 29.,H7HM80.F01R1
213. @ASG,T SORTOUT.
214. @SORT,S
215. 1 VOLUME=SMALL
216. 2 KEY=1,5,CH,A:67,10,CH,A
217. 3 FILEIN=29.
218. 4 FILEOUT=SORTOUT.
219. @ED,R SORTOUT.
220. 1 LNP!
221. 2 EXT
222. @BRKPT PRINTS
223. @SYM,U H7HM8000IR1.,3
224. @FIN

```

SSG STREAM GENERATION RUN LOG PART 1

```

REPS 1
COMBAT 03
PREFIX H7HM80
CXPS 03
CSELT HM80E11
BASELT HM80E03
PKSELT RADE-O/H
RNGELT RADE-DEEP/H
PPFELT RADE/H
INVNTIP H7AFPPFILES INVHM80
NDIV1 1
NDIV2 4
DNSTY1 T
DNSTY2 F

```

Figure D-10. SSG Example 1
(page 8 of 14 pages)

SSG GENERATED OUTPUT STREAM PART 1

```

1. @RUN,/TPR 0030B1,E1*99P22770,SECRET,600,6300 . KNOX (703) 476-4923
2. @QUAL UNCLASSIFIED
3. @ASG,A H7AFPFFILES/XXX/XXX.
4. @ASG,A H7RUNS/XXX/XXX.
5. @ASG,A *H7AFP.
6. @ASG,A *98AFP.
7. @HDG,S **** HM80 ENV 02 SEEDS 1 ****
8. @PRT,S H7RUNS.GOHM8*EO2M1
9. @ . SAVE THE PROGRAMS
10. @ASG,T ABS-FILE.,///10000
11. @COPY,AC *H7AFP.870PKSGFN,ABS-FILE.870PKSGFN
12. @COPY,AC *H7AFP.870PROJGEN,ABS-FILE.870PROJGEN
13. @COPY,AC *H7AFP.870PREFGEN,ABS-FILE.870PREFGEN
14. @COPY,AC *H7AFP.870RNGDSTGEN,ABS-FILE.870RNGDSTGEN
15. @COPY,AC *H7AFP.870*AIN,ABS-FILE.870MAIN
16. @COPY,AC *98AFP.870*ENKV,ABS-FILE.870GENKV
17. @COPY,AC *98AFP.870*ENAL,ABS-FILE.870GENAL
18. @COPY,AC *98AFP.870*PRTKV,ABS-FILE.870*PRTKV
19. @COPY,AC *H7AFP.870*XPSS,ABS-FILE.870*XPSS
20. @COPY,AC *H7AFP.870REPORT,ABS-FILE.870REPORT
21. @COPY,AC *H7AFP.PAUSE,ABS-FILE.PAUSE
22. @FREE *H7AFP.
23. @FREE *98AFP.
24. @ASG,T 20.,///4000
25. @ASG,T 21.,///4000
26. @ASG,T 22.,///4000
27. @ASG,T 23.,///4000
28. @ASG,T 24.,///5000
29. @ASG,T 25.,///4000
30. @ASG,T 26.,///4000
31. @ASG,T 3.,///2000
32. @ASG,T 4.,///2000
33. @ASG,T 7.,///2000
34. @ . UNIT 35 IS USED FOR TEMPORARY STORAGE
35. @ASG,T 35.,///2000
36. @ASG,T 34.,///25000
37. @ASG,T 9.,///500
38. @ASG,T 31.,///7000
39. @ASG,T 32.,///13000
40. @ASG,T 33.,///2000
41. @ . INPUT FILES
42. @ .
43. @ . LOCATE THE ELEMENTS FOR ENVIRONMENT DEPENDENT FILES
44. @ .
45. @ASG,A *H7BASEDATA. . BASEDATA FILE
46. @ASG,T 15.
47. @ED *H7BASEDATA.HM80EO2,15.
48. @PRT,S *H7BASEDATA.HM80EO2
49. @FREE *H7BASEDATA.
50. @ASG,A H7PKS/XXX/XXX. . PKS
51. @ASG,T 10.
52. @ED H7PKS.STATIC-D/H,10.
53. @FREE H7PKS.
54. @ASG,A *H7RNGDST. . RANGE DISTRIBUTION
55. @ASG,T 11.
56. @ED *H7RNGDST.STATIC-DEFP/H,11.
57. @FREE *H7RNGDST.
58. @ASG,A *H7PREF. . PREFERENCE FILE
59. @ASG,T 12.
60. @ED *H7PREF.STATIC/H,12.
61. @FREE *H7PREF.
62. @ASG,A *H7CSCSS.
63. @ASG,T 14.
64. @ED *H7CSCSS.HM80E05,14.
65. @FREE *H7CSCSS
66. @ASG,A *H7ENGAGE. . ENGAGEMENT FILE
67. @ASG,T 13.
68. @ED *H7ENGAGE.RAPD,13.
69. @FREE *H7ENGAGE.
70. @ASG,A *H7PCAS. . PERSONNEL CASUALTY FILE
71. @ASG,T 16.
72. @ED *H7PCAS.H,16.
73. @FREE *H7PCAS.
74. @ASG,A H7KVHM80/XXX/XXX. . KV FILE
75. @ERS 20.
76. @ERS 21.
77. @ERS 25.
78. @ERS 26.
79. @XQT ABS-FILE.870PREFGEN
80. 1 1 1 1 1
81. @XQT ABS-FILE.870RNGDSTGEN
82. 1 1 1 1 1

```

SSG GENERATED OUTPUT STREAM PART 1

Figure D-10. SSG Example 1
(page 9 of 14 pages)

SSG GENERATED OUTPUT STREAM PART 1

```

83.      @XQT ABS-FILE.870PKSGEN
84.      1 1 1 1 1
85.      @XQT ABS-FILE.870PROJGEN
86.      1 1 1 1 1
87.      @ERS 22.
88.      @ERS 23.
89.      @ERS 24.
90.      @ERS 3.
91.      @ERS 4.
92.      @ERS 9.
93.      @ERS 31.
94.      @ERS 32.
95.      @ERS 34.
96.      @XQT ABS-FILE.870MAIN
97.      1 1 1 1 1
98.      1
99.      2 F
100.     3 1 60 1 60
101.     4 @ASG,T SORT33.,///1000
102.     @SORT,ES
103.     VOLUME=SMALL
104.     KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
105.     FILEIN=33.
106.     FILEOUT=SORT33.
107.     @EOF
108.     @USE 33.,SORT33.
109.     @ASG,T SORT9.,///1000
110.     @SORT,ES
111.     VOLUME=SMALL
112.     KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
113.     FILEIN=9.
114.     FILEOUT=SORT9.
115.     @EOF
116.     @USE 9.,SORT9.
117.     @ASG,T SORT24.,///1000
118.     @SORT,ES
119.     VOLUME=SMALL
120.     KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
121.     FILEIN=24.
122.     FILEOUT=SORT24.
123.     @EOF
124.     @USE 24.,SORT24.
125.     @ASG,T SORT32.,///1000
126.     @SORT,ES
127.     VOLUME=SMALL
128.     KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
129.     FILEIN=32.
130.     FILEOUT=SORT32.
131.     @EOF
132.     @USE 32.,SORT32.
133.     @ . SAVE DIRECT ACCESS FILES ALLOC, FALLOC, AND TTLOS IN ELEMENTS
134.     @ASG,A H7HM80/XXX/XXX.
135.     @ . COPY,I 3.,H7HM80.A02R1
136.     @ . COPY,I 4.,H7HM80.F02R1
137.     @ . COPY,I 9.,H7HM80.T02R1
138.     @DELETE,C H7HM80R02R1/XXX/XXX.
139.     @XQT ABS-FILE.PAUSE
140.     @CAT,P H7HM80R02R1/XXX/XXX.,F///20000
141.     @ASG,A H7HM80R02R1/XXX/XXX.
142.     @KEEP H7HM80R02R1.
143.     @BRKPT PRINTS/H7HM80R02R1
144.     @XQT ABS-FILE.870REPORT
145.     0
146.     1 1 1 1 1
147.     2 1 2 3 4 5 6 7 8 9 10
148.     3 11 12 13 14 15 16 17 18 19 20
149.     4 21 22 23 24 25 26 27 28 29 30
150.     5 31 32 33 34 35 36 37 38 39 40
151.     6 41 42 43 44 45 46 47 48 49 50
152.     7 51 52 53 54 55 56 57 58 59 60
153.     8 9999
154.     9 1 2 3 4 5 6 7 8 9 10
155.     10 11 12 13 14 15 16 17 18 19 20
156.     11 21 22 23 24 25 26 27 28 29 30
157.     12 31 32 33 34 35 36 37 38 39 40
158.     13 41 42 43 44 45 46 47 48 49 50
159.     14 51 52 53 54 55 56 57 58 59 60
160.     15 9999
161.     16 @EOF
162.     @BRKPT PRINTS
163.     @ . SYN,U H7HM80R02R1.
164.     @DELETE,C H7HM80R02R1/XXX/XXX.

```

SSG GENERATED OUTPUT STREAM PART 1

Figure D-10. SSG Example 1
(page 10 of 14 pages)

SSG GENERATED OUTPUT STREAM PART 1

```

165. @XQT ABS-FILE.PAUSE
166. @CAT,P H7HM80002R1/YXX/YXX.,F///20000
167. @ASG,A H7HM80002R1/YXX/YXX.
168. @KEEP,H7HM80002R1.
169. @BRKPT PRINTS/H7HM80002R1
170. @XQT ABS-FILE.870GENKV
171. @XQT ABS-FILE.870PRTKV
172. 1 KV SCOREBOARD FOR HM80 ENV 02 SEED 1
173. 2 10 8 5
174. 3 1 2 3 4 5 6 42 44
175. 4 1 2 3 42 44
176. @ADD,E H7AFPPFILES.INVHM80
177. @ADD,E 7.
178. @ED 7.,H7KVHM80.E02?1
179. @ . COPY KV FILE FOR KV ROLLUP
180. @ASG,T 7. . FOLLOWING PROGRAM WRITES TO UNIT 7
181. @XQT ABS-FILE.870GENAL
182. @ . PRINT THE ALLOCATION REPORT
183. @XQT ABS-FILE.870PRTKV
184. 1 ALLOCATION REPORT FOR HM80 ENV 02 SEED 1
185. 2 10 8 5
186. 3 1 2 3 4 5 6 42 44
187. 4 1 2 3 42 44
188. @ADD,E H7AFPPFILES.INVHM80
189. @ADD,E 7.
190. @HDG ** HM80 CXPS ENV 02 SEED 1 **
191. @ . CREATE OUTPUT FILES FOR CXPS
192. @ASG,T 29.
193. @ASG,T 30.
194. @ . RUN THE MERGE MODULE
195. @ . RUN WITH FILES DEVELOPED EARLIER
196. @ . COPY,I H7HM80.A02R1,3.
197. @ . COPY,I H7HM80.F02R1,4.
198. @ . COPY,I H7HM80.T02R1,9.
199. @ERS 7.
200. @XQT ABS-FILE.870CXPS
201. 1 1 80 E 1 1 2 2001 1000
202. 2 TRUE
203. 3 1 1 1 1 1 1
204. 4 1 1
205. 5 1 41
206. 6 1 41
207. @ADD #H7GLOBAL.CVALS
208. @ADD #H7GLOBAL.FRACFS
209. @ . COPY CXPS OUTPUT FOR INPUTTING TO ROLLUP
210. @DATA,L 29.
211. @END
212. @COPY,I 29.,H7HM80.E02R1
213. @ASG,T SORTOUT.
214. @SORT,S
215. 1 VOLUME=SMALL
216. 2 KEY=1,5,CH,A:67,10,CH,A
217. 3 FILEIN=29.
218. 4 FILEOUT=SORTOUT.
219. @ED,R SORTOUT.
220. 1 LNP!
221. 2 EXI
222. @BRKPT PRINTS
223. @SYM,U H7HM80002R1.,3
224. @FIN

```

SSG STREAM GENERATION RUN LOG PART 1

REPS 1

Figure D-10. SSG Example 1
(page 11 of 14 pages)

SSG GENERATED OUTPUT STREAM PART 1

```

1. @RUN,/TPR 0030C1,E1*99P2277D,SECRET,600,6300 . KNOX (703) 476-4923
2. @QUAL UNCLASSIFIED
3. @ASG,A H7AFPPFILES/XXX/XXX.
4. @ASG,A H7RUNS/XXX/XXX.
5. @ASG,A *H7AFP.
6. @ASG,A *98AFP.
7. @HDG,S ***** HM80 ENV 03 SEEDS 1 *****
8. @PRT,S 47RUNS.GOHM6JED3N1
9. @ . SAVE THE PROGRAMS
10. @ASG,T ABS-FILE.,///10000
11. @COPY,AC *H7AFP.870PKSGFN,ABS-FILE.870PKSGFN
12. @COPY,AC *H7AFP.870PROJGEN,ABS-FILE.870PROJGEN
13. @COPY,AC *H7AFP.870PREFGEN,ABS-FILE.870PREFGEN
14. @COPY,AC *H7AFP.870NEDSTGEN,ABS-FILE.870RNGDSTGEN
15. @COPY,AC *H7AFP.870MAIN,ABS-FILE.870MAIN
16. @COPY,AC *98AFP.870GENKV,ABS-FILE.870GENKV
17. @COPY,AC *98AFP.870GENAL,ABS-FILE.870GENAL
18. @COPY,AC *98AFP.870PRTKV,ABS-FILE.870PRTKV
19. @COPY,AC *H7AFP.870CXPS,ABS-FILE.870CXPS
20. @COPY,AC *H7AFP.870REPORT,ABS-FILE.870REPORT
21. @COPY,AC *H7AFP.PAUSE,ABS-FILE.PAUSE
22. @FREE *H7AFP.
23. @FREE *98AFP.
24. @ASG,T 20.,///4000
25. @ASG,T 21.,///4000
26. @ASG,T 22.,///4000
27. @ASG,T 23.,///4000
28. @ASG,T 24.,///5000
29. @ASG,T 25.,///4000
30. @ASG,T 26.,///4000
31. @ASG,T 3.,///2000
32. @ASG,T 4.,///2000
33. @ASG,T 7.,///2000
34. @ . UNIT 35 IS USED FOR TEMPORARY STORAGE
35. @ASG,T 35.,///2000
36. @ASG,T 34.,///25000
37. @ASG,T 9.,///500
38. @ASG,T 31.,///7000
39. @ASG,T 32.,///13000
40. @ASG,T 33.,///2000
41. @ . INPUT FILES
42. @ .
43. @ . LOCATE THE ELEMENTS FOR ENVIRONMENT DEPENDENT FILES
44. @ .
45. @ASG,A *H7BASEDATA. . BASEDATA FILE
46. @ASG,T 15.
47. @ED *H7BASEDATA.HM80ED3,15.
48. @PRT,S *H7BASEDATA.HM80ED3
49. @FREE *H7BASEDATA.
50. @ASG,A H7PKS/XXX/XXX. . PKS
51. @ASG,T 10.
52. @ED H7PKS.RADE-D/H,10.
53. @FREE H7PKS.
54. @ASG,A *H7RNGDST. . RANGE DISTRIBUTION
55. @ASG,T 11.
56. @ED *H7RNGDST.RADE-DEEP/H,11.
57. @FREE *H7RNGDST.
58. @ASG,A *H7PREF. . PREFERENCE FILE
59. @ASG,T 12.
60. @ED *H7PREF.RADE/H,12.
61. @FREE *H7PREF.
62. @ASG,A *H7CSCSS.
63. @ASG,T 14.
64. @ED *H7CSCSS.HM80E11,14.
65. @FREE *H7CSCSS
66. @ASG,A *H7ENGAGE. . ENGAGEMENT FILE
67. @ASG,T 13.
68. @ED *H7ENGAGE.RAPD,13.
69. @FREE *H7ENGAGE.
70. @ASG,A *H7PCAS. . PERSONNEL CASUALTY FILE
71. @ASG,T 16.
72. @ED *H7PCAS.H,16.
73. @FREE *H7PCAS.
74. @ASG,A H7KVHM80/XXX/XXX. . KV FILE
75. @ERS 20.
76. @ERS 21.
77. @ERS 25.
78. @ERS 26.
79. @XQT ABS-FILE.870PREFGEN
80. 1 1 1 1 1 1
81. @XQT ABS-FILE.870RNGDSTGEN
82. 1 1 1 1 1 1

```

SSG GENERATED OUTPUT STREAM PART 1

Figure D-10. SSG Example 1
(page 12 of 14 pages)

```

SSG  GENERATED OUTPUT STREAM  PART  )

83.      @XQT ABS-FILE.870PKSGEN
84.      1 1 1 1 1
85.      @XQT ABS-FILE.870PROJGEN
86.      1 1 1 1 1
87.      @ERS 22.
88.      @ERS 23.
89.      @ERS 24.
90.      @ERS 3.
91.      @ERS 4.
92.      @ERS 9.
93.      @ERS 31.
94.      @ERS 32.
95.      @ERS 34.
96.      @XQT ABS-FILE.870MAIN
97.      1 1 1 1 1
98.      1
99.      T F
100.     4 1 60 1 60
101.     @ASG,T SORT33.,///1000
102.     @SORT,ES
103.     VOLUME=SMALL
104.     KEYW=3,35,36,8,A:4,75,36,8,A:2,35,36,8,A:1,35,36,8,A
105.     FILEIN=33.
106.     FILEOUT=SORT33.
107.     @EOF
108.     @USE 33.,SORT33.
109.     @ASG,T SORT9.,///1000
110.     @SORT,ES
111.     VOLUME=SMALL
112.     KEYW=3,35,36,8,A:4,75,36,8,A:2,35,36,8,A:1,35,36,8,A
113.     FILEIN=9.
114.     FILEOUT=SORT9.
115.     @EOF
116.     @USE 9.,SORT9.
117.     @ASG,T SORT24.,///1000
118.     @SORT,ES
119.     VOLUME=SMALL
120.     KEYW=3,35,36,8,A:4,35,36,8,A:2,35,36,8,A:1,35,36,8,A
121.     FILEIN=24.
122.     FILEOUT=SORT24.
123.     @EOF
124.     @USE 24.,SORT24.
125.     @ASG,T SORT32.,///1000
126.     @SORT,ES
127.     VOLUME=SMALL
128.     KEYW=3,35,36,8,A:4,75,36,8,A:2,35,36,8,A:1,35,36,8,A
129.     FILEIN=32.
130.     FILEOUT=SORT32.
131.     @EOF
132.     @USE 32.,SORT32.
133.     @ SAVE DIRECT ACCESS FILES ALLOC, FALLOC, AND TTLOS IN ELEMENTS
134.     @ASG,A H7HM80/XXX/XXX.
135.     @ . COPY,I 3.,H7HM80.A03R1
136.     @ . COPY,I 4.,H7HM80.F03R1
137.     @ . COPY,I 9.,H7HM80.T03R1
138.     @DELETE,C H7HM80D03R1/XXX/XXX.
139.     @XQT ABS-FILE.PAUSE
140.     @CAT,P H7HM80R03R1/XXX/XXX.,F///20000
141.     @ASG,A H7HM80R03R1/XXX/XXX.
142.     @KEEP H7HM80R03R1.
143.     @BRKPT PRINTS/H7HM80R03R1
144.     @XQT ABS-FILE.870REPORT
145.     0
146.     1 1 1 1 1 1
147.     1 2 3 4 5 6 7 8 9 10
148.     11 12 13 14 15 16 17 18 19 20
149.     21 22 23 24 25 26 27 28 29 30
150.     31 32 33 34 35 36 37 38 39 40
151.     41 42 43 44 45 46 47 48 49 50
152.     51 52 53 54 55 56 57 58 59 60
153.     9999
154.     1 2 3 4 5 6 7 8 9 10
155.     11 12 13 14 15 16 17 18 19 20
156.     21 22 23 24 25 26 27 28 29 30
157.     31 32 33 34 35 36 37 38 39 40
158.     41 42 43 44 45 46 47 48 49 50
159.     51 52 53 54 55 56 57 58 59 60
160.     9999
161.     @EOF
162.     @BRKPT PRINTS
163.     @ . SYM,U H7HM80R03R1.
164.     @DELETE,C H7HM80D03R1/XXX/XXX.

SSG  GENERATED OUTPUT STREAM  PART  )

```

Figure D-10. SSG Example 1
(page 13 of 14 pages)

SSG GENERATED OUTPUT STREAM PART 1

```

165. @XQT ABS-FILE.PAUSE
166. @CAT,P H7HM80D03R1/XXX/XXX.,F///20000
167. @ASG,A H7HM80D03R1/XXX/XXX.
168. @KEEP H7HM80D03R1.
169. @BRKPT PRINTS/H7HM80D03P1
170. @XQT ABS-FILE.870GENKV
171. @XQT ABS-FILE.870PRTKV
172. 1 KV SCOREBOARD FOR H*80 ENV 03 SEED 1
173. 2 10 8 5
174. 3 1 2 3 4 5 6 42 44
175. 4 1 2 3 42 44
176. @ADD,E H7AFPPFILES.INVHM80
177. @ADD,E 7.
178. @ED 7.,H7KVMH80.E03P1
179. @ . COPY KV FILE FOR KV ROLLUP
180. @ASG,T 7. . FOLLOWING PROGRAM WRITES TO UNIT 7
181. @XQT ABS-FILE.870GENAL
182. @ . PRINT THE ALLOCATION REPORT
183. @XQT ABS-FILE.870PRTKV
184. 1 ALLOCATION REPORT FOR HM80 ENV 03 SEED 1
185. 2 10 8 5
186. 3 1 2 3 4 5 6 42 44
187. 4 1 2 3 42 44
188. @ADD,E H7AFPPFILES.INVHM80
189. @ADD,E 7.
190. @HDG ** HM80 CXPS ENV 03 SEED 1 **
191. @ . CREATE OUTPUT FILES FOR CXPS
192. @ASG,T 29.
193. @ASG,T 30.
194. @ . RUN THE MERGE MODULE
195. @ . RUN WITH FILES DEVELOPED EARLIER
196. @ . COPY,I H7HM80.A03P1,3.
197. @ . COPY,I H7HM80.F03P1,4.
198. @ . COPY,I H7HM80.T03R1,9.
199. @ERS 7.
200. @XQT ABS-FILE.870CXPS
201. 1 1 80 E 1 1 3 2001 1000
202. 2 TRUE
203. 3 1 1 1 1 1 1
204. 4 1 4
205. 5 1 41
206. 6 1 41
207. @ADD *H7GLOBAL.CVALS
208. @ADD *H7GLOBAL.FRACTS
209. @ . COPY CXPS OUTPUT FOR INPUTTING TO ROLLUP
210. @DATA,L 29.
211. @END
212. @COPY,I 29.,H7HM80.F03R1
213. @ASG,T SORTOUT.
214. @SORT,S
215. 1 VOLUME=SMALL
216. 2 KEY=1,5,CH,A:67,10,CH,A
217. 3 FILEIN=29.
218. 4 FILEOUT=SORTOUT.
219. @ED,R SORTOUT.
220. 1 LNP!
221. 2 EXI
222. @BRKPT PRINTS
223. @SYM,U H7HM80D03R1.,3
224. @FIN
225. @EOF

```

SSG GENERATED OUTPUT STREAM PART 1

Figure D-10. SSG Example 1
(page 14 of 14 pages)

SSG SGS STATEMENTS

```

SGS
RUNID 30
USERID H7
PFILES #H7AFP #98AFP
FORCE HM80
FORCE1CH H
ENV 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
ENVFIRST 4
ENVLAST 4
SUPP 01 06 11 04 01 06 11 04 01 06 11 04 01 06 11 04
PNAME$ RAPD STATIC RACE BAPD RAPD STATIC RACE BAPD ;
LIGHT C D D D N N N N D D D D N N N N
BDIV 1 1 1 3 1 1 1 3 1 1 1 3 1 1 1 3
RDIV 3 1 4 1 3 1 4 1 3 1 4 1 3 1 4 1
ALPHA A B C D E F G H I J K L M N O P
NREPS 1 2 3
KVCOPIES 1
BASE #H7BASEDATA
PKS H7PKS
RNGDST #H7RNGDST
PREF #H7PREF
CSCSS #H7CSCSS
ENGAGE #H7ENGAGE RAPD
PCAS #H7PCAS H
CVALS #H7GLOBAL CVALS
FRACTS #H7GLOBAL FRACTS
GDNSTY1 T T T F T T T F T T T F T T T F
GDNSTY2 F F F T F F T F F F T F F F T
TYPLIM 1 60 1 60
SUPERTRP **10 8 3 **
SUPERB **1 2 3 4 5 6 42 44**
SUPER **1 2 3 4 2 44**
QARE2
QAPKS C
RPTPS1 ** 1 2 3 4 5 6 7 8 9 10 **
RPTPS1 ** 11 12 13 14 15 16 17 18 19 20 **
RPTPS1 ** 21 22 23 24 25 26 27 28 29 30 **
RPTPS1 ** 31 32 33 34 35 36 37 38 39 40 **
RPTPS1 ** 41 42 43 44 45 46 47 48 49 50 **
RPTPS1 ** 51 52 53 54 55 56 57 58 59 60 **
RPTPS2 ** 1 2 3 4 5 6 7 8 9 10 **
RPTPS2 ** 11 12 13 14 15 16 17 18 19 20 **
RPTPS2 ** 21 22 23 24 25 26 27 28 29 30 **
RPTPS2 ** 31 32 33 34 35 36 37 38 39 40 **
RPTPS2 ** 41 42 43 44 45 46 47 48 49 50 **
RPTPS2 ** 51 52 53 54 55 56 57 58 59 60 **
AIR1 ** 1 41 **
AIR2 ** 1 41 **
OJTPD ** 80 **
OKTHIR ** E **
OJVIS 1 1 1 1 1 1 1 2 2 2 2 2 2 2 2
OJDAY 1 1 1 1 2 2 2 2 1 1 1 2 2 2 2
OJPOS 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
IBFOR ** 2001 **
IRFOR ** 1000 **
ICOM30 ** 1 **
TVALON TRUE
$EOF

```

SSG SGS STATEMENTS

Figure D-11. SSG Example 2
(page 1 of 10 pages)

SSG REVISED SKELETON

```

1. SKEL
2. *INCREMENT IE FROM [ENVFIPST,1,1,1] TO [ENVLAST,1,1,1]
3. *CREATE SGS: COMBAT [ENV,1,IE,1]
4. *CREATE SGS: PREFIX [USERID,1,1,1][FORCE,1,1,1]
5. *CREATE SGS: CXPS [ENV,1,IE,1]
6. *CREATE SGS: CSELT [FORCE,1,1,1][ESUPP,1,IE,1]
7. *CREATE SGS: BASELT [FORCE,1,1,1][ENV,1,IE,1]
8. *CREATE SGS: PKSELT [PNAME,1,IE,1]-[LIGHT,1,IE,1][FORCE1CH,1,1,1]
9. *CREATE SGS: PNGELT [PNAME,1,IE,1]-[DEEP,1,IE,1][FORCE1CH,1,1,1]
10. *CREATE SGS: PRFELT [PNAME,1,IE,1][FORCE1CH,1,1,1]
11. *CREATE SGS: INVNTR H7AFPFILES INVCFORCE,1,1,1]
12. *CREATE SGS: NODIV1 [BDIV,1,IE,1]
13. *CREATE SGS: NODIV2 [RDIV,1,IE,1]
14. *CREATE SGS: CNSTY1 [GDNSTY1,1,IE,1]
15. *CREATE SGS: CNSTY2 [GDNSTY2,1,IE,1]
16. *PRKPT,K GOCFORCE,1,1,1][COMBAT,1,1,1][NENREPS,1,1,1]
17. *EDIT ON
18. #RUN,/TPR DDCPUNID,1,1,1][ALPHA,1,IE,1][NENREPS,1,1,1],E1899P22770,&
19. SECPET,600,6300 . KNOX (703) 476-4923
20. #QUAL UNCLASSIFIED
21. #ASG,A H7AFPFILES/XXX/XXX.
22. #ASG,A H7RUNS/XXX/XXX.
23. *INCREMENT L TO [PFILES]
24. *INCREMENT M TO [PFILES,1]
25. #ASG,A [PFILES,L,M,1]
26. *LOOP
27. *LOOP
28. #HOG,S **** [FORCE,1,1,1] ENV [COMBAT,1,1,1] SEEDS [NENREPS,1] ****
29. #PRT,S H7RUNS.GOCFORCE,1,1,1][COMBAT,1,1,1][NENREPS,1,1,1]
30. # . SAVE THE PROGRAMS
31. #ASG,T ABS-FILE.,//10000
32. #COPY,AC #H7AFP.87CPKSGEN,ABS-FILE.87CPKSGEN
33. #COPY,AC #H7AFP.87GPROJGEN,ABS-FILE.87GPROJGEN
34. #COPY,AC #H7AFP.87GPREFGEN,ABS-FILE.87GPREFGEN
35. #COPY,AC #H7AFP.87CRNGDSTGEN,ABS-FILE.87CRNGDSTGEN
36. #COPY,AC #H7AFP.87QMAIN,ABS-FILE.87QMAIN
37. #COPY,AC #98AFP.87GGENKV,ABS-FILE.87GGENKV
38. #COPY,AC #98AFP.87GGENAL,ABS-FILE.87GGENAL
39. #COPY,AC #98AFP.87CPRTKV,ABS-FILE.87CPRTKV
40. #COPY,AC #H7AFP.87CCXPS,ABS-FILE.87CCXPS
41. #COPY,AC #H7AFP.87GREPORT,ABS-FILE.87GREPORT
42. #COPY,AC #H7AFP.PAUSE,ABS-FILE.PAUSE
43. *INCREMENT L TO [PFILES]
44. *INCREMENT M TO [PFILES,1]
45. #FREE [PFILES,L,M,1]
46. *LOOP
47. *LOOP
48. *IF [COMBAT]
49. #ASG,T 20.,//4000
50. #ASG,T 21.,//4000
51. #ASG,T 22.,//4000
52. #ASG,T 23.,//4000
53. #ASG,T 24.,//5000
54. #ASG,T 25.,//4000
55. #ASG,T 26.,//4000
56. #ASG,T 3.,//2000
57. #ASG,T 4.,//2000
58. #ASG,T 7.,//2000
59. # . UNIT 35 IS USED FOR TEMPORARY STORAGE
60. #ASG,T 35.,//2000
61. #ASG,T 34.,//25000
62. #ASG,T 9.,//500
63. #ASG,T 31.,//7000
64. #ASG,T 32.,//13000
65. #ASG,T 33.,//2000
66. *SET E TO 1
67. # . INPUT FILES
68. # . LOCATE THE ELEMENTS FOR ENVIRONMENT DEPENDENT FILES
69. # .
70. #ASG,A [BASE,1,1,1]. . BASEDATA FILE
71. #ASG,T 15.
72. #ED [BASE,1,1,1].CBASELT,1,1,1],15.
73. #PRT,S [BASE,1,1,1].CBASELT,1,1,1]
74. #FREE [BASE,1,1,1].
75. #ASG,A [PKS,1,1,1]/XXX/XXX. . PKS
76. #ASG,T 10.
77. #ED [PKS,1,1,1].CPKSELT,1,1,1],10.
78. #FREE [PKS,1,1,1].
79. #ASG,A [CRNGDST,1,1,1]. . RANGE DISTRIBUTION
80. #ASG,T 11.
81. #ED [CRNGDST,1,1,1].CRNGELT,1,1,1],11.
82.

```

SSG REVISED SKELETON

Figure D-11. SSG Example 2
(page 2 of 10 pages)

SSG REVISED SKELETON

```

83. 2 #FREE [RNGDST,1,1,1].
84. 2 #ASG,A [CPREF,1,1,1]. . PREFERENCE FILE
85. 2 #ASG,T 12.
86. 2 #ED [CPREF,1,1,1].[CPREFLT,1,1,1],12.
87. 2 #FREE [CPREF,1,1,1].
88. 2 #ASG,A [CSCSS,1,1,1].
89. 2 #ASG,T 14.
90. 2 #ED [CSCSS,1,1,1].[CSELT,1,1,1],14.
91. 2 #FREE [CSCSS,1,1,1].
92. 2 #ASG,A [CENGAGE,1,1,1]. . ENGAGEMENT FILE
93. 2 #ASG,T 13.
94. 2 #ED [CENGAGE,1,1,1].[CENGAGE,1,2,1],13.
95. 2 #FREE [CENGAGE,1,1,1].
96. 2 #ASG,A [PCAS,1,1,1]. . PERSONNEL CASUALTY FILE
97. 2 #ASG,T 16.
98. 2 #ED [PCAS,1,1,1].[PCAS,1,2,1],16.
99. 2 #FREE [PCAS,1,1,1].
100. 2 #ASG,A [USERID,1,1,1].[KVEFORCE,1,1,1]/XXX/XXX. . KV FILE
101. 2 #ERS 20.
102. 2 #ERS 21.
103. 2 #ERS 25.
104. 2 #ERS 26.
105. 2 #XQT ABS-FILE.87CPREFGEN
106. 2 1 1 1 1 1
107. 2 #XQT ABS-FILE.87ORNGDSTGEN
108. 2 1 1 1 1 1
109. 2 #XQT ABS-FILE.87CPKSGEN
110. 2 1 1 1 1 1
111. 2 #XQT ABS-FILE.87CPROJGEN
112. 2 1 1 1 1 1
113. 2 #INCREMENT IR TO [NREPS,1]
114. 2 #CREATE SGS: REPS [NREPS,1,IR,1]
115. 2 #SET R TO [REPS,1,1,1]
116. 2 #ERS 22.
117. 2 #ERS 23.
118. 2 #ERS 24.
119. 2 #ERS 3.
120. 2 #ERS 4.
121. 2 #ERS 9.
122. 2 #ERS 31.
123. 2 #ERS 32.
124. 2 #ERS 34.
125. 2 #XQT ABS-FILE.87DMAIN
126. 2 1 1 1 1 1
127. 2 [*R]
128. 2 [CONSTY1,1,E,1] [CONSTY2,1,E,1]
129. 2 [CTYPLIM,1,1,1] [CTYPLIM,1,2,1] [CTYPLIM,1,3,1] [CTYPLIM,1,4,1]
130. 2 #ASG,T SORT33.,///1000
131. 2 #SORT,ES
132. 2 VOLUME=SMALL
133. 2 KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
134. 2 FILEIN=33.
135. 2 FILEOUT=33.
136. 2 #EOF
137. 2 #USE 33.,SORT33.
138. 2 #ASG,T SORT9.,///1000
139. 2 #SORT,ES
140. 2 VOLUME=SMALL
141. 2 KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
142. 2 FILEIN=9.
143. 2 FILEOUT=9.
144. 2 #EOF
145. 2 #USE 9.,SORT9.
146. 2 #ASG,T SORT24.,///1000
147. 2 #SORT,ES
148. 2 VOLUME=SMALL
149. 2 KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
150. 2 FILEIN=24.
151. 2 FILEOUT=24.
152. 2 #EOF
153. 2 #USE 24.,SORT24.
154. 2 #ASG,T SORT32.,///1000
155. 2 #SORT,ES
156. 2 VOLUME=SMALL
157. 2 KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
158. 2 FILEIN=32.
159. 2 FILEOUT=32.
160. 2 #EOF
161. 2 #USE 32.,SORT32.
162. 2 # . SAVE DIRECT ACCESS FILES ALLOC, FALLOC, AND TTLOS IN ELEMENTS
163. 2 #ASG,A [CPREFIX,1,1,1]/XXX/XXX.
164. 2 # . COPY,I 3.,[PREFIX,1,1,1].[ACOMBAT,1,E,1]RE[*R]

```

SSG REVISED SKELETON

Figure D-11. SSG Example 2
(page 3 of 10 pages)

SSG REVISED SKELETON

```

165. 3      # . COPY,T 4,:[PREFIX,1,1,1].FECOMBAT,1,E,1]RC[R]
166. 3      # . COPY,T 9,:[PREFIX,1,1,1].TECOMBAT,1,E,1]RC[R]
167. 3      *IF [QAREP]
168. 4      #DELETE,C [PREFIX,1,1,1]RECOMBAT,1,E,1]RC[R]/XXX/XXX.
169. 4      #XQT ABS-FILE.PAUSE
170. 4      #CAT,P [PREFIX,1,1,1]RECOMBAT,1,E,1]RC[R]/XXX/XXX.,F///20000
171. 4      #ASG,A [PREFIX,1,1,1]RECOMBAT,1,E,1]RC[R]/XXX/XXX.
172. 4      #KEEP [PREFIX,1,1,1]RECOMBAT,1,E,1]RC[R].
173. 4      #BRKPT PRINTS/[PREFIX,1,1,1]RECOMBAT,1,E,1]RC[R]
174. 4      #XQT ABS-FILE.87OREPORT
175. 4      [QAPKS,1,1,1]
176. 4      1 1 1 1 1 1
177. 4      *INCREMENT K TO [RPTPS1]
178. 5      *INCREMENT L TO [RPTPS1,K]
179. 6      [RPTPS1,K,L,1]
180. 4      *LOOP
181. 4      *LOOP
182. 4      9999
183. 4      *INCREMENT K TO [RPTPS2]
184. 5      *INCREMENT L TO [RPTPS2,K]
185. 6      [RPTPS2,K,L,1]
186. 4      *LOOP
187. 4      *LOOP
188. 4      9999
189. 4      #EOF
190. 4      #BRKPT PRINTS
191. 4      # . SYM,U [PREFIX,1,1,1]RECOMBAT,1,E,1]RC[R].
192. 3      *END
193. 3      #DELETE,C [PREFIX,1,1,1]JOCOMBAT,1,E,1]RC[R]/XXX/XXX.
194. 3      #XQT ABS-FILE.PAUSE
195. 3      #CAT,P [PREFIX,1,1,1]JOCOMBAT,1,E,1]RC[R]/XXX/XXX.,F///20000
196. 3      #ASG,A [PREFIX,1,1,1]JOCOMBAT,1,E,1]RC[R]/XXX/XXX.
197. 3      #KEEP [PREFIX,1,1,1]JOCOMBAT,1,E,1]RC[R].
198. 3      #BRKPT PRINTS/[PREFIX,1,1,1]JOCOMBAT,1,E,1]RC[R]
199. 3      #XQT ABS-FILE.87OGGENKV
200. 3      #XQT ABS-FILE.87OPRTKV
201. 3      KV SCOREBOARD FOR [FORCE,1,1,1] ENV [COMBAT,1,E,1] SEED [R]
202. 3      [SUPERTRP,1,1,1]
203. 3      [SUPERB,1,1,1]
204. 3      [SUPERR,1,1,1]
205. 3      #ADD,E [INVNTR,1,1,1].[INVNTR,1,2,1]
206. 3      #ADD,E 7.
207. 3      #ED 7,.[USERID,1,1,1]KVCFORCE,1,1,1].ECCOMBAT,1,E,1]RC[R]
208. 3      # . COPY KV FILE FOR KV ROLLUP
209. 3      #ASG,T 7. . FOLLOWING PROGRAM WRITES TO UNIT 7
210. 3      #XQT ABS-FILE.87OGENAL
211. 3      # . PRINT THE ALLOCATION REPORT
212. 3      #XQT ABS-FILE.87OPRTKV
213. 3      ALLOCATION REPORT FOR [FORCE,1,1,1] ENV [COMBAT,1,E,1] SEED [R]
214. 3      [SUPERTRP,1,1,1]
215. 3      [SUPERB,1,1,1]
216. 3      [SUPERR,1,1,1]
217. 3      #ADD,E [INVNTR,1,1,1].[INVNTR,1,2,1]
218. 3      #ADD,E 7.
219. 3      *IF [CXPS]
220. 4      *IF NOT [COMBAT]
221. 5      #ASG,T 7.,F///2000
222. 5      #ASG,A [BASE,1,1,1]. . BASEDATA FILE
223. 5      #ASG,T 15.
224. 5      #ED [BASE,1,1,1].[BASELT,1,1,1],15.
225. 5      #FREE [BASE,1,1,1].
226. 5      #ASG,A [CSCSS,1,1,1].
227. 5      #ASG,T 14.
228. 5      #ED [CSCSS,1,1,1].[CSELT,1,1,1],14.
229. 5      #FREE [CSCSS,1,1,1].
230. 5      #ASG,A [PCAS,1,1,1]. . PERSONNEL CASUALTY FILE
231. 5      #ASG,T 16.
232. 5      #ED [PCAS,1,1,1].[PCAS,1,2,1],16.
233. 5      #FREE [PCAS,1,1,1].
234. 5      # . END OF NOT COMBAT IF
235. 4      *END
236. 4      #HDB ** [FORCE,1,1,1] CXPS ENV [CXPS,1,E,1] SEED [R] **
237. 4      # . CREATE OUTPUT FILES FOR CXPS
238. 4      #ASG,T 29.
239. 4      #ASG,T 30.
240. 4      # . RUN THE MERGE MODULE
241. 4      # . RUN WITH FILES DEVELOPED EARLIER
242. 4      # . COPY,I [PREFIX,1,1,1].ACCXPS,1,E,1]RC[R],3.
243. 4      # . COPY,I [PREFIX,1,1,1].FCXPS,1,E,1]RC[R],4.
244. 4      # . COPY,I [PREFIX,1,1,1].TCXPS,1,E,1]RC[R],9.
245. 4      #ERS 7.
246. 4      #XQT ABS-FILE.87GCXPS

```

SSG REVISED SKELETON

Figure D-11. SSG Example 2
(page 4 of 10 pages)

SSG REVISED SKELETON

```

247. 4      * IMAGE GIVING INDICES IN CBT POT OUTPUT RECORDS
248. 4      *EDIT ON
249. 4      [ICOMBO,1,1,1]E
250. 4      [OJTPD,1,1,1]E
251. 4      [OKTHTR,1,1,1]E
252. 4      [OJVIS,1,1,1]E
253. 4      [OJDAY,1,1,1]E
254. 4      [OJPOS,1,1,1]E
255. 4      [YBFOR,1,1,1]E
256. 4      [IRFOR,1,1,1]E
257. 4      * IMAGE GIVING INDICES OF INPUT CS/CSS MODULI
258. 4      [IVALON,1,1,1]
259. 4      1 1 1 1 1 1
260. 4      [NDIV1,1,1,1] [NDIV2,1,1,1]
261. 4      [AIR1,1,1,1]
262. 4      [AIR2,1,1,1]
263. 4      #ADD [CVALS,1,1,1].[CVALS,1,2,1]
264. 4      #ADD [FRACTS,1,1,1].[FRACTS,1,2,1]
265. 4      * . COPY CXPS OUTPUT FOR INPUTTING TO ROLLUP
266. 4      #DATA,L 29.
267. 4      #END
268. 4      #COPY,I 29.,[PREFIX,1,1,1].[CXPS,1,E,1]RE[*R]
269. 4      #ASG,T SORTOUT.
270. 4      #SORT,S
271. 4      VOLUME=SMALL
272. 4      KEY=1,5,CH,A:67,10,CH,A
273. 4      FILEIN=29.
274. 4      FILEOUT=29.
275. 4      #ED,R SORTOUT.
276. 4      LNP!
277. 4      EXI
278. 3      #END
279. 3      #BRKPT PRINTS
280. 3      #SYM,U [PREFIX,1,1,1]DECOMBAT,1,E,1]RE[*R]..[KVCOPIES,1,1,1]
281. 3      *REMOVE SGS REPS
282. 2      #LOOP .IP
283. 2      * . END OF CXPS IF
284. 2      * . END OF ENVIRONMENT IF
285. 1      #END
286. 1      #FIN
287. 1      #REMOVE SGS COMBAT
288. 1      #REMOVE SGS PREFIX
289. 1      #REMOVE SGS CXPS
290. 1      #REMOVE SGS CSELT
291. 1      #REMOVE SGS BASELT
292. 1      #REMOVE SGS PKSELT
293. 1      #REMOVE SGS RNGELT
294. 1      #REMOVE SGS PRFELT
295. 1      #REMOVE SGS INVNTR
296. 1      #REMOVE SGS NDIV1
297. 1      #REMOVE SGS NDIV2
298. 1      #REMOVE SGS DNSTY1
299. 1      #REMOVE SGS DNSTY2
300. 0      #LOOP .IE
301. 0      #EOF

```

SSG STREAM GENERATION RUN LOG PART 1

```

COMBAT 04
PREFIX H7HM8C
CXPS 04
CSELT HM8DE04
BASELT HM8DE04
PKSELT BAPD-D/H
RNGELT BAPD-DEEP/H
PRFELT BAPD/H
INVNTR H7AFPPFILES INVHM80
NDIV1 3
NDIV2 1
DNSTY1 F
DNSTY2 T

```

SSG GENERATED OUTPUT STREAM PART 1

```

1.      1      SMEL

```

SSG STREAM GENERATION RUN LOG PART 1

```

REPS 1
REPS 2
REPS 3

```

Figure D-11. SSG Example 2
(page 5 of 10 pages)

SSG GENERATED OUTPUT STREAM PART 1

```

1. @RUN,/TPR 007001,F1899P2277D,SECRET,600,6300 . KNOX (703) 476-4923
2. @QUAL UNCLASSIFIED
3. @ASG,A H7AFPFILES/XXX/XXX.
4. @ASG,A H7RUNS/XXX/XXX.
5. @ASG,A *H7AFP.
6. @ASG,A *98AFP.
7. @HDG,S **** HM80 ENV C4 SEEDS 3 ****
8. @PRT,S H7RUNS.GOHM80ED4N1
9. @. SAVE THE PROGRAMS
10. @ASG,T ABS-FILE.,///10000
11. @COPY,AC *H7AFP.87CPKSGEN,ABS-FILE.870PKSGEN
12. @COPY,AC *H7AFP.870PROJGEN,ABS-FILE.870PROJGEN
13. @COPY,AC *H7AFP.870PREFGEN,ABS-FILE.870PREFGEN
14. @COPY,AC *H7AFP.870RNGDSTGEN,ABS-FILE.870RNGDSTGEN
15. @COPY,AC *H7AFP.870MAIN,ABS-FILE.870MAIN
16. @COPY,AC *98AFP.870GENKV,ABS-FILE.870GENKV
17. @COPY,AC *98AFP.870GENAL,ABS-FILE.870GENAL
18. @COPY,AC *98AFP.870PRTKV,ABS-FILE.870PRTKV
19. @COPY,AC *H7AFP.870CXPS,ABS-FILE.870CXPS
20. @COPY,AC *H7AFP.870REPORT,ABS-FILE.870REPORT
21. @COPY,AC *H7AFP.PAUSE,ABS-FILE.PAUSE
22. @FREE *H7AFP.
23. @FREE *98AFP.
24. @ASG,T 20.,///4000
25. @ASG,T 21.,///4000
26. @ASG,T 22.,///4000
27. @ASG,T 23.,///4000
28. @ASG,T 24.,///5000
29. @ASG,T 25.,///4000
30. @ASG,T 26.,///4000
31. @ASG,T 3.,///2000
32. @ASG,T 4.,///2000
33. @ASG,T 7.,///2000
34. @. UNIT 35 IS USED FOR TEMPORARY STORAGE
35. @ASG,T 35.,///2000
36. @ASG,T 34.,///25000
37. @ASG,T 9.,///500
38. @ASG,T 31.,///7000
39. @ASG,T 32.,///13000
40. @ASG,T 33.,///2000
41. @. INPUT FILES
42. @.
43. @. LOCATE THE ELEMENTS FOR ENVIRONMENT DEPENDENT FILES
44. @.
45. @ASG,A *H7BASEDATA. . BASEDATA FILE
46. @ASG,T 15.
47. @ED *H7BASEDATA.HM80ED4,15.
48. @PRT,S *H7BASEDATA.HM80ED4
49. @FREE *H7BASEDATA.
50. @ASG,A H7PKS/XXX/XXX. . PKS
51. @ASG,T 10.
52. @ED H7PKS.BAPD-D/H,10.
53. @FREE H7PKS.
54. @ASG,A *H7RNGDST. . RANGE DISTRIBUTION
55. @ASG,T 11.
56. @ED *H7RNGDST.BAPD-DEEP/H,11.
57. @FREE *H7RNGDST.
58. @ASG,A *H7PREF. . PREFERENCE FILE
59. @ASG,T 12.
60. @ED *H7PREF.BAPD/H,12.
61. @FREE *H7PREF.
62. @ASG,A *H7CSCSS.
63. @ASG,T 14.
64. @ED *H7CSCSS.HM80ED4,14.
65. @FREE *H7CSCSS
66. @ASG,A *H7ENGAGE. . ENGAGEMENT FILE
67. @ASG,T 13.
68. @ED *H7ENGAGE.RAPD,13.
69. @FREE *H7ENGAGE.
70. @ASG,A *H7PCAS. . PERSONNEL CASUALTY FILE
71. @ASG,T 16.
72. @ED *H7PCAS.H,16.
73. @FREE *H7PCAS.
74. @ASG,A H7KVHM80/XXX/XXX. . KV FILE
75. @ERS 20.
76. @ERS 21.
77. @ERS 25.
78. @ERS 26.
79. @XQT ABS-FILE.870PREFGEN
80. 1 1 1 1 1 1
81. @XQT ABS-FILE.870RNGDSTGEN
82. 1 1 1 1 1 1

```

SSG GENERATED OUTPUT STREAM PART 1

Figure D-11. SSG Example 2
(page 6 of 10 pages)

SSG GENERATED OUTPUT STREAM PART 1

```

87.      1      @XQT ABS-FILE.87OPKSGEN
88.      1      1 1 1 1
89.      1      @XQT ABS-FILE.87OPROJGEN
90.      1      1 1 1 1 1
91.      @EERS 22.
92.      @EERS 23.
93.      @EERS 24.
94.      @EERS 3.
95.      @EERS 4.
96.      @EERS 9.
97.      @EERS 31.
98.      @EERS 32.
99.      @EERS 34.
100.     @XQT ABS-FILE.67QMAIN
101.     1 1 1 1 1
102.     1      F T
103.     1      1 60 1 60
104.     @ASG,T SORT33.,///1000
105.     @SORT,ES
106.     VOLUME=SMALL
107.     KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
108.     FILEIN=33.
109.     FILEOUT=SORT33.
110.     @EOF
111.     @USE 33.,SORT33.
112.     @ASG,T SORT9.,///1000
113.     @SORT,ES
114.     VOLUME=SMALL
115.     KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
116.     FILEIN=9.
117.     FILEOUT=SORT9.
118.     @EOF
119.     @USE 9.,SORT9.
120.     @ASG,T SORT24.,///1000
121.     @SORT,ES
122.     VOLUME=SMALL
123.     KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
124.     FILEIN=24.
125.     FILEOUT=SORT24.
126.     @EOF
127.     @USE 24.,SORT24.
128.     @ASG,T SORT32.,///1000
129.     @SORT,ES
130.     VOLUME=SMALL
131.     KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
132.     FILEIN=32.
133.     FILEOUT=SORT32.
134.     @EOF
135.     @USE 32.,SORT32.
136.     @. SAVE DIRECT ACCESS FILES ALLOC, FALLOC, AND TTLOS IN ELEMENTS
137.     @ASG,A H7HM80/XXX/XXX.
138.     @. COPY,I 3.,H7HM80.AC4R1
139.     @. COPY,I 4.,H7HM80.F04R1
140.     @. COPY,I 9.,H7HM80.T04R1
141.     @DELETE,C H7HM80D04R1/XXX/XXX.
142.     @XQT ABS-FILE.PAUSE
143.     @CAT,P H7HM80D04R1/XXX/XXX.,F///20000
144.     @ASG,A H7HM80D04R1/XXX/XXX.
145.     @KEEP H7HM80D04R1.
146.     @BRKPT PRINTS/H7HM80D04P1
147.     @XQT ABS-FILE.870GENKV
148.     @XQT ABS-FILE.870PRTKV
149.     KV SCOREBOARD FOR HM80 ENV 04 SEED 1
150.     1 2 3 4 5 6 42 44
151.     1 2 3 42 44
152.     @ADD,E H7AFPPFILES.INVHM80
153.     @ADD,E 7.
154.     @ED 7.,H7KVHM80.E04R1
155.     @. COPY KV FILE FOR KV ROLLUP
156.     @ASG,T 7. FOLLOWING PROGRAM WRITES TO UNIT 7
157.     @XQT ABS-FILE.870GENAL
158.     @. PRINT THE ALLOCATION REPORT
159.     @XQT ABS-FILE.870PRTKV
160.     ALLOCATION REPORT FOR HM80 ENV 04 SEED 1
161.     1 2 3 4 5 6 42 44
162.     1 2 3 42 44
163.     @ADD,E H7AFPPFILES.INVHM80
164.     @ADD,E 7.
165.     @HOG ** HM80 CXPS ENV 04 SEED 1 **

```

SSG GENERATED OUTPUT STREAM PART 1

Figure D-11. SSG Example 2
(page 7 of 10 pages)

SSG GENERATED OUTPUT STREAM PART 1

```

165.      @. CREATE OUTPUT FILES FOR CXPS
166.      @ASG,T 29.
167.      @ASG,T 30.
168.      @. RUN THE MERGE MODULE
169.      @. RUN WITH FILES DEVELOPED EARLIER
170.      @. COPY,I H7HM80.A04R1,3.
171.      @. COPY,I H7HM80.F04R1,4.
172.      @. COPY,I H7HM80.T04R1,9.
173.      @ERS 7.
174.      @XQT ABS-FILE.870CXPS
175.      1 80 E 1 1 4 2001 1000
176.      TRUE
177.      1 1 1 1 1 1
178.      3 1
179.      1 41
180.      1 41
181.      @ADD #H7GLOBAL.CVALS
182.      @ADD #H7GLOBAL.FRACTS
183.      @. COPY CXPS OUTPUT FOR INPUTTING TO ROLLUP
184.      @DATA,L 29.
185.      @END
186.      @COPY,I 29.,H7HM80.E04R1
187.      @ASG,T SORTOUT.
188.      @SORT,S
189.      VOLUME=SMALL
190.      KEYW=1,5,CH,A:67,10,CH,A
191.      FILEIN=29.
192.      FILEOUT=SORTOUT.
193.      @ED,R SORTOUT.
194.      LNP!
195.      @EXT
196.      @BRKPT PRINTS
197.      @SYM,U H7HM80C004R1.,1
198.      @ERS 22.
199.      @ERS 23.
200.      @ERS 24.
201.      @ERS 3.
202.      @ERS 4.
203.      @ERS 9.
204.      @ERS 31.
205.      @ERS 32.
206.      @ERS 34.
207.      @XQT ABS-FILE.870MAIN
208.      1 1 1 1 1 1
209.      2
210.      F
211.      T
212.      1 60
213.      @ASG,T SORT33.,///1000
214.      @SORT,ES
215.      VOLUME=SMALL
216.      KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
217.      FILEIN=33.
218.      FILEOUT=SORT33.
219.      @EOF
220.      @USE 33.,SORT33.
221.      @ASG,T SORT9.,///1000
222.      @SORT,ES
223.      VOLUME=SMALL
224.      KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
225.      FILEIN=9.
226.      FILEOUT=SORT9.
227.      @EOF
228.      @USE 9.,SORT9.
229.      @ASG,T SORT24.,///1000
230.      @SORT,ES
231.      VOLUME=SMALL
232.      KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
233.      FILEIN=24.
234.      FILEOUT=SORT24.
235.      @EOF
236.      @USE 24.,SORT24.
237.      @ASG,T SORT32.,///1000
238.      @SORT,ES
239.      VOLUME=SMALL
240.      KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
241.      FILEIN=32.
242.      FILEOUT=SORT32.
243.      @EOF
244.      @USE 32.,SORT32.
245.      @. SAVE DIRECT ACCESS FILES ALLOC, FALLO, AND TTLOS IN ELEMENTS
246.      @ASG,A H7HM80/XXX/XXX.
247.      @. COPY,I 3.,H7HM80.A04R2

```

SSG GENERATED OUTPUT STREAM PART 1

Figure D-11. SSG Example 2
(page 8 of 10 pages)

SSG GENERATED OUTPUT STREAM PART 1

```

247.      @ . COPY, I 4., H7HM80.FC4R2
248.      @ . COPY, I 9., H7HM80.TD4R2
249.      @DELETE, C H7HM80D04R2/XXX/XXX.
250.      @XQT ABS-FILE, PAUSE
251.      @CAT, P H7HM80D04R2/XXX/XXX., F///20000
252.      @ASG, A H7HM80D04R2/XXX/XXX.
253.      @KEEP H7HM80D04R2.
254.      @BRKPT PRINTS /H7HM80D04R2
255.      @XQT ABS-FILE, 870GENKV
256.      @XQT ABS-FILE, 870PRTKV
257.      KV SCOREBOARD FOR HM80 ENV 04 SEED 2
258.      1 0 8 5
259.      1 2 3 4 5 6 42 44
260.      1 2 3 42 44
261.      @ADD, E H7AFPPFILES.INVHM80
262.      @ADD, E 7.
263.      @ED 7., H7KVHM80.E04R2
264.      @ . COPY KV FILE FOR KV ROLLUP
265.      @ASG, T 7. FOLLOWING PROGRAM WRITES TO UNIT 7
266.      @XQT ABS-FILE, 870GENAL
267.      @ . PRINT THE ALLOCATION REPORT
268.      @XQT ABS-FILE, 870PRTKV
269.      ALLOCATION REPORT FOR HM80 ENV 04 SEED 2
270.      1 0 8 5
271.      1 2 3 4 5 6 42 44
272.      1 2 3 42 44
273.      @ADD, E H7AFPPFILES.INVHM80
274.      @ADD, E 7.
275.      @HDG ** HM80 CXPS ENV 04 SEED 2 **
276.      @ . CREATE OUTPUT FILES FOR CXPS
277.      @ASG, T 29.
278.      @ASG, T 30.
279.      @ . RUN THE MERGE MODULE
280.      @ . RUN WITH FILES DEVELOPED EARLIER
281.      @ . COPY, I H7HM80.A04R2, 3.
282.      @ . COPY, I H7HM80.F04R2, 4.
283.      @ . COPY, I H7HM80.TD4R2, 9.
284.      @ERS 7.
285.      @XQT ABS-FILE, 870CXPS
286.      1 80 E 1 1 4 2001 1000
287.      TRUE
288.      1 1 1 1 1 1
289.      3 1
290.      1 41
291.      1 41
292.      @ADD #H7GLOBAL.CVALS
293.      @ADD #H7GLOBAL.FRACTS
294.      @ . COPY CXPS OUTPUT FOR INPUTTING TO ROLLUP
295.      @DATA, L 29.
296.      @END
297.      @COPY, I 29., H7HM80.E04R2
298.      @ASG, T SORTOUT.
299.      @SORT, S
300.      VOLUME=SMALL
301.      KEY=1,5,CH,A:67,10,CH,A
302.      FILEIN=29.
303.      FILEOUT=SORTOUT.
304.      @ED, R SORTOUT.
305.      LNP:
306.      EXI
307.      @BRKPT PRINTS
308.      @SYM, U H7HM80D04R2., 1
309.      @ERS 22.
310.      @ERS 23.
311.      @ERS 24.
312.      @ERS 3.
313.      @ERS 4.
314.      @ERS 9.
315.      @ERS 31.
316.      @ERS 32.
317.      @ERS 34.
318.      @XQT ABS-FILE, 870MAIN
319.      1 1 1 1 1 1
320.      3
321.      F T
322.      1 60 1 60
323.      @ASG, T SORT33., ///1000
324.      @SORT, E S
325.      VOLUME=SMALL
326.      KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
327.      FILEIN=33.
328.      FILEOUT=SORT33.

```

SSG GENERATED OUTPUT STREAM PART 1

Figure D-11. SSG Example 2
(page 9 of 10 pages)

SSG GENERATED OUTPUT STREAM PART 1

```

329. QEOF
330. @USE 33., SORT33.
331. @ASG, T SORT9., ///1000
332. @SORT, ES
333. VOLUME=SMALL
334. KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
335. FILEIN=33.
336. FILEOUT=33.
337. QEOF
338. @USE 9., SORT9.
339. @ASG, T SORT24., ///1000
340. @SORT, ES
341. VOLUME=SMALL
342. KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
343. FILEIN=24.
344. FILEOUT=33.
345. QEOF
346. @USE 24., SORT24.
347. @ASG, T SORT32., ///1000
348. @SORT, ES
349. VOLUME=SMALL
350. KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
351. FILEIN=32.
352. FILEOUT=32.
353. QEOF
354. @USE 32., SORT32.
355. @. SAVE DIRECT ACCESS FILES ALLOC, FALLOC, AND TTLOS IN ELEMENTS
356. @ASG, A H7HM80/XXX/XXX.
357. @. COPY, I 3., H7HM80.A04R3
358. @. COPY, I 4., H7HM80.FC4R3
359. @. COPY, I 9., H7HM80.T04R3
360. @DELETE, C H7HM80D04R3/XXX/XXX.
361. @XCT ABS-FILE.PAUSE
362. @CAT, P H7HM80D04R3/XXX/XXX., F///20000
363. @ASG, A H7HM80D04R3/XXX/XXX.
364. @KEEP H7HM80D04R3.
365. @PRKPT PRINTS/H7HM80D04P3
366. @XCT ABS-FILE.870GENKV
367. @XCT ABS-FILE.870PRTKV
368. KV SCOREBOARD FOR HM80 ENV 04 SEED 3
369. 10 8 5
370. 1 2 3 4 5 6 42 44
371. 1 2 3 42 44
372. @ADD, E H7AFPPFILES.INVHM80
373. @ADD, E 7.
374. @ED 7., H7KVHM80.E04R3
375. @. COPY KV FILE FOR KV ROLLUP
376. @ASG, T 7. FOLLOWING PROGRAM WRITES TO UNIT 7
377. @XCT ABS-FILE.870GENAL
378. @. PRINT THE ALLOCATION REPORT
379. @XCT ABS-FILE.870PRTKV
380. ALLOCATION REPORT FOR HM80 ENV 04 SEED 3
381. 10 8 5
382. 1 2 3 4 5 6 42 44
383. 1 2 3 42 44
384. @ADD, E H7AFPPFILES.INVHM80
385. @ADD, E 7.
386. @H0G ** HM80 CXPS ENV 04 SEED 3 **
387. @. CREATE OUTPUT FILES FOR CXPS
388. @ASG, T 29.
389. @ASG, T 30.
390. @. RUN THE MERGE MODULE
391. @. RUN WITH FILES DEVELOPED EARLIER
392. @. COPY, I H7HM80.A04P3,3.
393. @. COPY, I H7HM80.FC4P3,4.
394. @. COPY, I H7HM80.T04R3,9.
395. @ERS 7.
396. @XCT ABS-FILE.870CXPS
397. 1 80 E 1 1 4 2001 1000
398. TPUE
399. 1 1 1 1 1 1
400. 3 1
401. 1 41
402. 1 41
403. @ADD #H7GLOBAL.CVALS
404. @ADD #H7GLOBAL.FRACTS
405. @. COPY CXPS OUTPUT FOR INPUTTING TO ROLLUP
406. @DATA, L 29.
407. @END
408. @COPY, I 29., H7HM80.E04R3
409. @ASG, T SORTOUT.
410. @SORT, S
411. VOLUME=SMALL
412. KEY=1,5,CH,A:67,10,CH,A
413. FILEIN=29.
414. FILEOUT=33.
415. @ED, R SORTOUT.
416. LNP!
417. EXI
418. @PRKPT PRINTS
419. @SYM, U H7HM80D04R3., 1
420. @FIN
421. QEOF

```

SSG GENERATED OUTPUT STREAM PART 1

Figure D-11. SSG Example 2
(page 10 of 10 pages)

D-5. MAIN PROGRAM OF FIREPOWER AND COUNTERFIREPOWER MODULE. This paragraph presents the source programs and general logic of the main program of the AFP Combat Module. It highlights relations among variables and arrays, subroutines, input and output files, and some preprocessors. Considerable referencing to other paragraphs and this appendix's annexes may be required. Most routines contain enough comments for someone to track data and program flow. On the other hand, it is not easy to follow all interactions within the Combat Module. Subroutine arguments may be defined in calling or called routines.

a. General

(1) Figure D-12 provides a schematic diagram of the relation among many input and output files and corresponding routines (MAIN, CNFAOC, INPUT, FRCALC, DIRIO, and OUTPT) of the Main Program of the AFP Combat Module. Figure D-12 implies the relation of many of the following paragraphs of this section to other sections (e.g., input and output) of this appendix and to the appendix's annexes.

(2) The principal purpose of the Main Program of the AFP Combat Module is to provide estimates of the kills and losses by weapon type for two opposing sides in a specific combat environment. In brief, the purpose is to generate K/V scoreboards. Kills and losses are subject to probabilities. Although many replications and different environments can, in principle, be examined in a single execution of the Combat Module, the preferred, standard approach is to execute the Main Program separately for each combination of random number seed and combat environment. The purpose of AFP in total extends beyond the generation of K/V scoreboards to the transformation of many replications of K/V scoreboards across many combat environments into measures of combat potential of equipment and units.

(3) The Main Program of the Combat Module may be divided logically into two parts.

(a) The first part processes surviving inventories, type-on-type preference and participation factors, and prescribed range distributions in order to generate the specific matchups of opposing weapon types. The first part is described in total as the "allocation processor."

(b) The second part is primarily devoted to detection, shooting, and kill/survivor assessment among the previously allocated weapons. The second part does perform some additional allocation of area fire weapons. However, the second part is described in total simply as the "attrition processor."

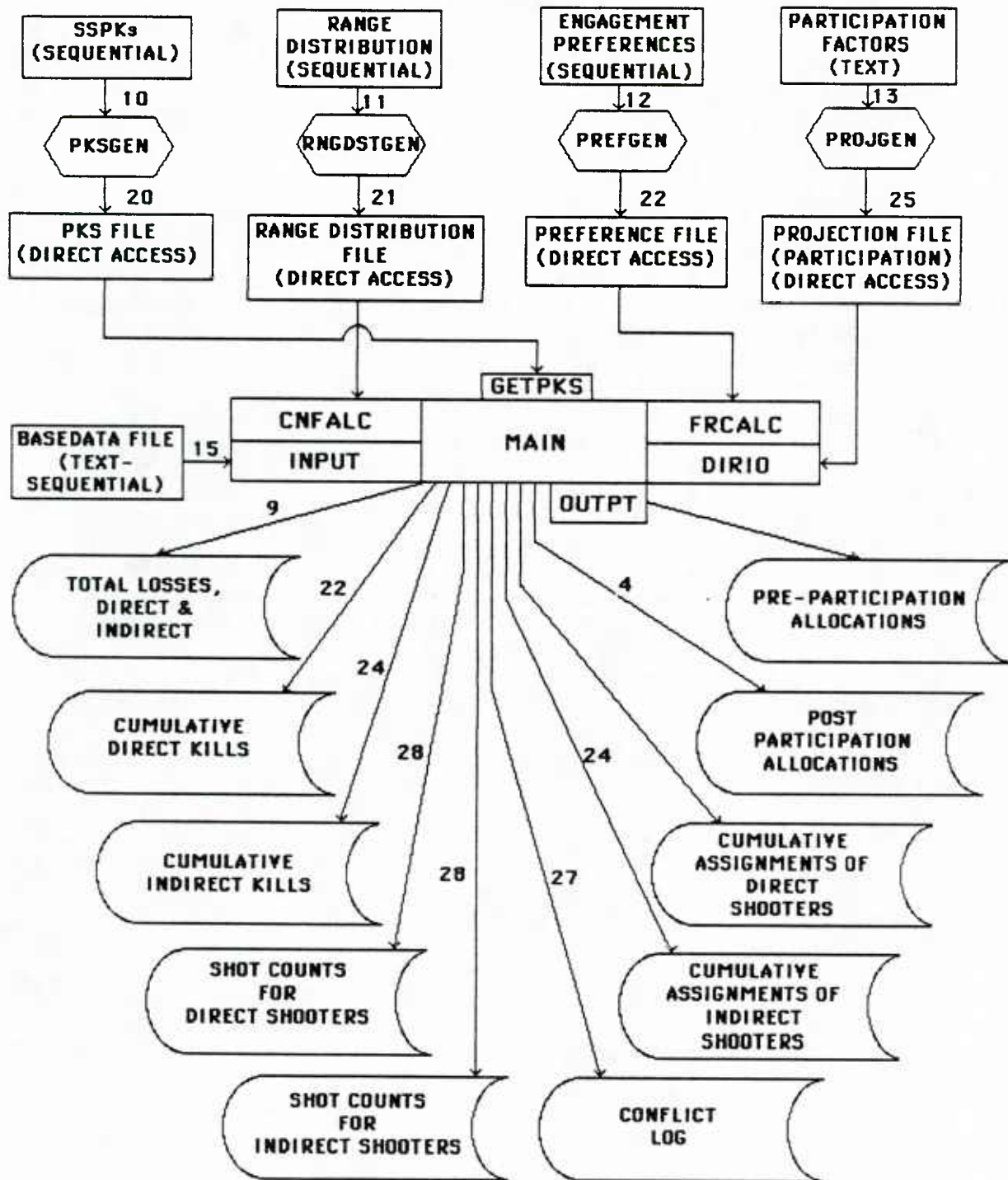


Figure D-12. Schematic Representation of Relation among AFP Input/Output Files and the Combat Module Routines that Create or Use Files

(c) Several subroutines of the Main Program of the Combat Module may be clearly assigned to one of the two principal processes--allocation or attrition. These assignments are shown in Figure D-13. Figure D-13 also briefly identifies the tasks performed by the included subroutines. These subroutines, along with all others, are described in greater detail in paragraph D-5c. The allocation and attrition processes and their individual subroutines are embedded in a somewhat complex looping structure addressed later. Figure D-13 suggests a very general flow in the sense of what subprocesses must precede others, but does not convey anything of the module's real looping/nesting structure.

(d) Figure D-14 outlines the nesting structure of the main program of the Combat Module. Each block in Figure D-14 represents a logical loop. For example, the block referred to as "REPS" represents the loop over replications. The next block, called "DAYS," is a loop over the days. The fact that the DAYS block is contained within the REPS block indicates that the DAYS loop is nested within the REPS loop. As noted above, standard AFP practice is to limit program execution to a single replication and single environment within a single run of the module. Hence, the REPS and ENVIRONMENT loop are degenerate.

(e) Figure D-15 is an expansion of the preceding Figure D-14. Only the top and bottom lines of each block from Figure D-14 have been retained. Each block in Figure D-15 identifies the tasks performed within that block. Note that specific subroutines are shown in relation to their corresponding nested blocks (and loops). Looping is controlled by the MAIN subprogram of the module.

b. FORTRAN PROCS, Common Blocks, Arrays, Variables, Parameters, and Files

(1) Figure D-16 provides a listing of the symbolic element PROCS. FORTRAN common blocks, used throughout the program, are identified. The routines in which the blocks are referenced are shown. The common blocks defined are FORTRAN procs in accord with the UNIVAC PDP processor's FORTRAN conventions. Many of the arrays defined in the common blocks have dimensions defined as FORTRAN parameters. The parameter values applied in the current version of the Combat Module are set as shown beginning at line 188 in the FORTRAN proc named PARM. Some of the parameters are named mnemonically. Many of the Combat Module's file usages are identified beginning at line 244 in Figure D-16.

(2) Table D-2 provides brief notes about many of the common blocks, arrays, and variables listed in Figure D-16.

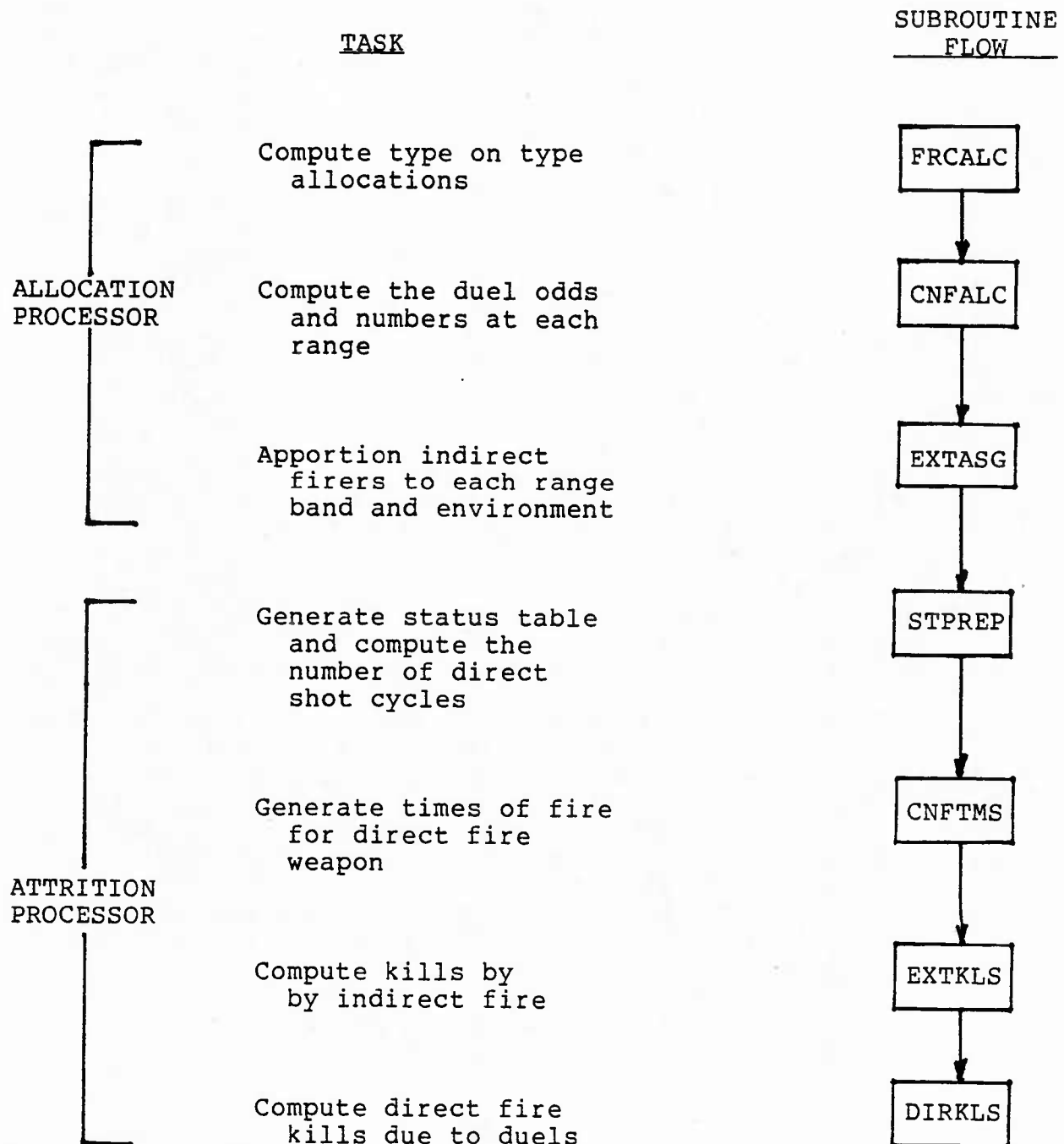


Figure D-13. Principal Subroutines of the Weapon Allocation and Attrition Processes within the Main Program of the AFP Combat Module

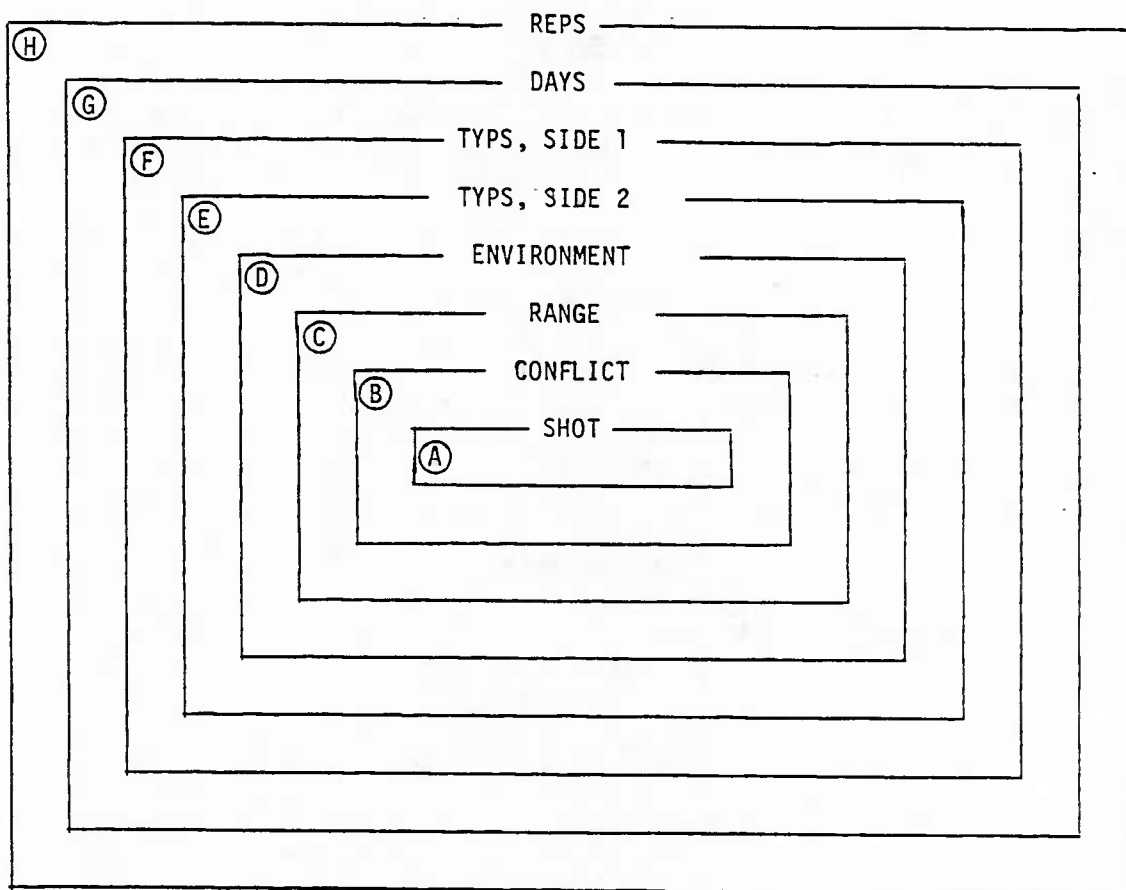


Figure D-14. Logical Nesting Structure of the Main Program of the AFP Combat Module

REP

DAYS

1. Call FRCALC - Compute the overall initial allocations of each pair of opposing types to each other.
2. Call OUTPT - Write out these allocations.

TYPES, SIDE 1

1. Call DIRIO - Read in the cumulative kills to date, the number of instances direct fire weapons participated in duels, and the appropriate entries in the projections file.
2. Write out the post participation allocations.

TYPES, SIDE 2

1. Call CNFALC - Compute the number of opposing types at each range as well as the number of duels at each range for each odds.
2. Call EXTASG - Compute the number of indirect weapons allocated against each of the two opposing types at each range band.

ENVIRONMENTS

Read in the appropriate pks.

RANGES

CONFLICTS

1. Call CNFLC1 - Compute the number of opposing types and the number of duels for the given conflict at the given range and environment.
2. Call STPREP - Set up a table with one entry for each duel in the conflict, for the given types, range and environment.

**Figure D-15. Expanded View of the Logical Nesting (and Looping)
Structure of the Main Program of the
AFP Combat Module
(page 1 of 2 pages)**

SHOTS

Call CNFTMS - Generate time to fire for each weapon requiring one. Initially, all weapons require a time. Thereafter, a time must be generated only for surviving weapons that have fired in the last round. The time is generated either by time to detect logic or by time to refire.

Call EXTKLS - Compute kills due to interference in the duels by indirect fire.

Call DIRKLS - Compute kills resulting from the duels.

END OF SHOT BLOCK**END OF CONFLICTS BLOCK****END OF RANGE BLOCK****END OF ENVIRONMENT BLOCK**

Write out the external shot counts

END OF TYPES, SIDE 2 BLOCK

Write out the cumulative kills

Write out the number of duel participations

Write out the type by type loss table

END OF TYPES, SIDE 1 BLOCK

Write out the indirect kills

Write out the number of indirect firer involvements in duels

Write out the shot data for duels and the ammo type table

Write out the maximum number of duels and the maximum odds

**Figure D-15. Expanded View of the Logical Nesting (and Looping)
Structure of the Main Program of the
AFP Combat Module
(page 2 of 2 pages)**

```

1      C  CODES USED IN NAMING THE COMMON BLOCKS
2      C      I      INPUT
3      C      M      MAIN
4      C      1      FRCALC
5      C      2      DIRIO
6      C      3      CNFALC
7      C      4      STPREP
8      C      5      CNFTMS
9      C      6      EXTCLS
10     C      7      DIRKLS
11     C      8      CNFLC1
12     BK1  PROC
13     C  USED IN INPUT, MAIN, FRCALC, DIRIO, CNFALC, STPREP, EXTCLS, DIRKLS
14     C
15     COMMON/C1T057 /NTYPS(2),CASE,PREF1,PREF2,PREF3,PREF4,INSEED,DSEED
16     INTEGER CASE, PREF1, PREF2, PREF3, PREF4
17     DOUBLE PRECISION DSEED
18     END
19     BK2  PROC
20     C  USED IN MAIN, CNFALC, STPREP, CNFTMS, EXTCLS, DIRKLS
21     C
22     COMMON/C34567/TYPS(2), SMALER, BIGGER, STATUS(ICONFL,IEN),CNFLCT,
23     * CSHOTS(2,ICONFL)
24     INTEGER TYPS, SMALER, BIGGER, CNFLCT, CSHOTS
25     END
26     BK3  PROC
27     C  USED IN INPUT, MAIN, STPREP, EXTCLS
28     C
29     COMMON/CIM46 /IOUNIT, OUTFIL, NSTAGE, NSTAGO, NDAYS
30     INTEGER OUTFIL
31     END
32     BK4  PROC
33     C  USED IN CNFALC, STPREP
34     C
35     COMMON/C34 /NODDS, ODDS(2), CONFLO(2,IRANGE,IENVIR)
36     INTEGER ODDS, CONFLO
37     END
38     BK5  PROC
39     C  USED IN INPUT, CNFTMS
40     C
41     COMMON/C15 /LIMITS(2,ITYPS,2),
42     * SENSOR(2,ITYPS,IENVIR,2), SIZE(2,ITYPS,IENVIR),
43     * CNTRST(2,ITYPS,IENVIR,ISGNTR), LIGHT(IENVIR), MAG(ISENSR),
44     * ATTN(ISENSR,IENVIR), BRIGHT(IENVIR), RCDDET(2,ITYPS), NDTCTN,
45     * NS2DCT(2,ITYPS)
46     INTEGER SENSOR
47     REAL LIGHT,MAG
48     END
49     BK6  PROC
50     C  USED IN INPUT, MAIN, EXTCLS, DIRKLS
51     C
52     COMMON/CIM67 /NOEXT(2),EXT(2,IEXT,ITYPS,IENVIR,IRANGE)
53     * ,EXTN(2,IEXT,IENVIR,IRANGE,ICDPH)
54     * ,EXTK(2,IEXT,IENVIR,IRANGE,ICDPH), EXTPER(2,IEXT)
55     * ,EXTN1(2,IEXT,IENVIR,IRANGE), SHOTS(2,IENVIR,IRANGE)
56     * ,AMOTYP(2,ITYPS,ITYPS), ESHOTS(2,IEXT,IENVIR,IRANGE)
57     * ,BWPNS(2,ITYPS,IENVIR,IRANGE),INDDST(2,IEXT,IRANGE),LESDNS(2)
58     * ,INDPAR(2,IEXT,ITYPS)
59     INTEGER EXTK, EXTN1, SHOTS, AMOTYP, BWPNS
60     REAL INDDST, INDPAR
61     LOGICAL LESDNS
62     END
63     BK7  PROC
64     C  USED IN MAIN, FRCALC, EXTCLS
65     C
66     COMMON/CM16 /IOPTR3
67     END
68     BK8  PROC
69     C  USED IN INPUT, MAIN, FRCALC
70     C
71     COMMON/CIM1 /INSERT(IPHASE,2,ITYPS), EXTLOS(2,ITYPS),
72     * PHASE(IDAYS)
73     INTEGER PHASE
74     END
75     BK9  PROC
76     C  USED IN INPUT, CNFALC, DIRKLS
77     C
78     COMMON/CI37 /ENV DST(IENVIR)
79     END
80     BK10 PROC
81     C  USED IN MAIN, DIRIO, DIRKLS

```

Figure D-16. Listing of FORTRAN Procs Identifying Common Blocks, Variables, Arrays, and Parameters of the Main Program of the AFP Combat Module
(page 1 of 4 pages)

(See Table D-2 for definitions of many of the variables and arrays)

```

83      C
84      COMMON/CM27 /IOPTR4, CKILLS(2,ITYPS2,7)
85      INTEGER CKILLS
86      END
87      BK11 PROC
88      C USED IN MAIN, STPREP, DIRKLS
89      C
90      COMMON/CM47 /PKS(2,ITYPS,IPKS,IRANGE), MAXCON,
91      * IU1S, IU1T1, IU1T2, KEYU1, PK1(IRANGE)
92      END
93      BK12 PROC
94      C USED IN MAIN, CNFALC
95      C
96      COMMON/CM3 /MAXODS
97      END
98      BK13 PROC
99      C USED IN MAIN, FRCALC, DIRIO, EXTKLS
100     C
101     COMMON/CM126 /FORCES(2,ITYPS,ITYPS)
102     INTEGER FORCES
103     END
104     BK14 PROC
105     C USED IN CNFALC, EXTKLS
106     C
107     COMMON/C36 /CTR(2), DAYST(2)
108     * ,SAVIT(4)
109     INTEGER CTR , DAYST, SAVIT
110     END
111     BK15 PROC
112     C USED IN EXTKLS, DIRKLS
113     C
114     COMMON/C67 /ATEMP(3,IPKS)
115     END
116     BK16 PROC
117     C USED IN MAIN, CNFALC, DIRIO, STPREP
118     COMMON /CM234 / PROJECT(ITYPS,5)
119     REAL PROJECT
120     END
121     BK17 PROC
122     C USED IN MAIN, FRCALC, EXTKLS, DIRKLS
123     COMMON /CM167/ WPNS(2,ITYPS), WPNS1(2,ITYPS)
124     * ,DUELS(IENVIR,IRANGE,ICDPH,5)
125     * ,TMS(2,IENVIR,IRANGE,ICDPH,5), WPNS11(2,ITYPS)
126     INTEGER WPNS, WPNS1, DUELS, WPNS11
127     END
128     BK18 PROC
129     C USED IN CNFTMS, DIRKLS
130     PARAMETER RMAXT=2.0**30
131     END
132     BK19 PROC
133     C USED IN MAIN, CNFALC, EXTKLS, DIRKLS
134     COMMON /CM367/ FORCS1(2)
135     INTEGER FORCS1
136     END
137     BK20 PROC
138     C USED IN MAIN, INPUT, CNFALC
139     COMMON /CIM3/ IENVIR
140     END
141     BK21 PROC
142     C USED IN MAIN, DIPIO, CNFALC, DIRKLS
143     COMMON /CM237/ NUMWPN(ITYPS,2)
144     END
145     BK22 PROC
146     C USED IN INPUT, STPREP, CNFTMS
147     COMMON /CI45 / REFIRE(2,ITYPS,ITYPS,IENVIR)
148     END
149     BK23 PROC
150     C USED IN MAIN, CNFALC, DIRKLS
151     COMMON /CM37 / FORCS2(2), NOTPAR(2,IENVIR,IRANGE)
152     INTEGER FORCS2, NOTPAR
153     END
154     BK24 PROC
155     C USED IN CNFALC, DIRKLS
156     COMMON /C37 / RNGDST(IRANGE)
157     END
158     BK25 PROC
159     C USED IN MAIN, INPUT, CNFALC, EXTKLS, DIRKLS
160     COMMON/CIM678/ LOG(ICDPH,2,ITYPS,9), LOGIT, STATE
161     LOGICAL LOGIT, STATE
162     END
163     BK27 PROC
164     C USED FOR OUTPUT FILES

```

Figure D-16. Listing of FORTRAN Procs Identifying Common Blocks, Variables, Arrays, and Parameters of the Main Program of the AFP Combat Module
(page 2 of 4 pages)

```

164      COMMON /CM67/  TTLOS(2,ITLOS,IENVIR,IRANGE)
165      INTEGER TTLOS
166
167  END
168  BK28  PROC
169  C      USED IN CIPS, COPS, AND AFP FILE GENERATION
170
171  C      PARAMETER ITTOVC=4, ITTOTC=12, IINF=1
172
173  C      COMMON /O123/ TTOVC(2,ITYPS,ITTOVC), CTOVC(2,ITTOTC,ITTOVC)
174  & , STOVC(2,ITTOVC), PERK(2,ITYPS), IVCN(2), ICM(2)
175  & , CKILS1(ITYPS1,ITYPS2,2), PLOSS(2,ITYPS,ITYPS,3)
176  & , TPTOVC(2,ITYPS), TPTOTC(2,ITYPS), NOS(2,ITYPS)
177  & , CIPS1(2,ITYPS,ITTOVC), JTTTOVC(2), JTTTOTC(2)
178  & , LOSSES(2,ITYPS), FAC(2,ITYPS)
179
180  C      INTEGER TPTOVC, TPTOTC
181
182  C      REAL PLOSS, CKILS1, PERK, TTOVC, CTOVC, STOVC, NOS, CIPS1, LOSSES
183
184  END
185  BK29  PROC
186  C      USED IN INDLOS,TPXTP
187      COMMON/COM1/INLOSS(2,ITLOS)
188
189  END
190  PARM  PROC
191  C      USED IN INPUT, MAIN, FRCALC, DIRIO, CNFALC, STPREP,
192      CNFTMS, EXTKLS, DIRKLS
193
194  C  GENERAL USAGE PARAMETERS
195  PARAMETER SMALL1=.00001, SMALL2=.000001
196  PARAMETER IPHASE=2, IDAYS=2, ICDPTH=5
197  PARAMETER IODDS=50, IENVIR=1, IRANGE=6, ISGNTR=2
198  PARAMETER ICONFL=1500, ISTAGE=10000000, IPKS=4
199  PARAMETER ITPS1=60, ITPS2=60, ITPS=MAX(ITPS1,ITPS2), IREPS=1
200  PARAMETER LNCNT=30
201  PARAMETER IPOS=4, IDAY=2, IVIS=2, ICIPTP=4
202  PARAMETER ICASE=IPOS*IVIS*IDAY, ITHTR=1, ITPD=1, ICOMBO=1
203  PARAMETER IP1=ICASE*ITHTR, IP3=1
204  PARAMETER IP4=ITHTR*ICASE, IP2=ITHTR*ICASE*ITPD
205  PARAMETER IP5=ICOMBO*ITHTR*ICASE*ITPD
206
207  C  PARAMETERS FOR THE EXTERNAL KILLS
208  PARAMETER IEXT1=10, IEXT2=10, IEXT=MAX(IEXT1,IEXT2)
209  PARAMETER ILEN=IODDS*3, ITLOS=IEXT+1
210
211  C  PARAMETERS FOR DIRECT I/O
212  PARAMETER N11=ITYPS*IENVIR, N12=IENVIR, IU1=20
213  PARAMETER IRSZ1=3+IRANGE
214  PARAMETER N21=ITYPS2, IU2=21
215  PARAMETER NR2=IP1*ITYPS1*N21, IRSZ2=IRANGE*4+10
216  PARAMETER NR6=IP1*ITYPS1, IRSZ6=5*ITYPS*6+10, IU6=25
217  PARAMETER NR7=IP1*2*ITYPS, IRSZ7=2*ITYPS*8+10, IU7=26
218  PARAMETER N84=IRANGE, N83=IENVIR*N84, N82=ITYPS*N83
219  & , N81=IDAYS*N82, N80=IREPS*N81
220  PARAMETER NR8=IP3*2*N80
221  PARAMETER IRSZ8=ICDPTH*ITYPS*9*6+10, IU8=27
222
223  C  PARAMETERS FOR DETECT INTERFACES
224  PARAMETER ISENSR=50
225
226  C  PARAMETERS FOR CKILLS DIRECT ACCESS I/O
227  PARAMETER N31=ITYPS1, IU3=22
228  PARAMETER NR3=IP5*IREPS*N31, IRSZ3=2*ITYPS2*7*6+10
229  PARAMETER N41=ITYPS1, IU4=23
230  PARAMETER NR4=IP3*IREPS*N41, IRSZ4=2*ITYPS*6+10
231  PARAMETER IU5=24
232  PARAMETER IRSZ5=4 + 2*2*IEXT*IENVIR*IRANGE*ICDPTH
233  PARAMETER N90=IREPS, IU9=3
234  PARAMETER NR9=IP5*IREPS*IDAYS, IRSZ9=2*ITYPS*ITYPS*6+10
235  PARAMETER N100=IREPS, N101=IREPS*IDAYS, IU10=4
236  PARAMETER NR10=IP5*4*101*ITYPS1, IRSZ10=2*ITYPS2*6+10
237  PARAMETER NR11=IP5*ICPTP, IU11=7, IRSZ11=2*ITYPS*ICPTP*10+10
238  PARAMETER NR12=IP5*ICPTP, IU12=8, IRSZ12=2*ITYPS*ICPTP*10+10
239  PARAMETER NR14=IP3*IREPS*IDAYS*ITYPS1*ITYPS2, IU14=31
240  & , IRSZ14=(3+IENVIR*IRANGE*ICDPTH*5)*10
241  PARAMETER IU15=32, IRSZ15=5*2*IENVIR*IRANGE*ICDPTH*5
242
243  C  PARAMETERS FOR NON-DIRECT ACCESS FILES
244  PARAMETER N132=IREPS, N131=IDAYS*N132, IU13=9
245  PARAMETER IRSZ13=2*ITLOS*IENVIR*IRANGE*4
246  PARAMETER IUIN1=10, IUIN2=11, IUIN3=12, IUIN4=13, IUIN6=15
247  PARAMETER IUIN7=16, IUIN8=14, IAFPIN=17, IUOUT1=18
248  PARAMETER IUOUT3=33, IRSZU3=4 + IRANGE*IENVIR*IEXT*2 +
249  & IRANGE*IENVIR*2
250
251  C      INPUT FILES          NUMBER          UNIT          FORMAT
252
253  C

```

Figure D-16. Listing of FORTRAN Procs Identifying Common Blocks, Variables, Arrays, and Parameters of the Main Program of the AFP Combat Module
(page 3 of 4 pages)

```

246      C      O3PKS3A      10      IUIN1      24F3.3
247      C      O3RNGDST3A  11      IUIN2      24I3
248      C      O3PREF3A    12      IUIN3      FREE
249      C      O3PROJ3A    13      IUIN4      FREE
250      C      O3KILLS3    15      IUIN6      FREE
251      C      O3CIPSD3    16      IUIN7      FREE
252      C      O3CSCSS     14      IUIN8      FREE
253      C      O3AFPIN     17      IUIN9      IN SPECS
254
255      C      FILE TO UNIT ASSOCIATIONS
256
257      C      FILE      UNIT      NUMBER      FORMAT
258
259      C      PKS      IU1      20      UNFORMATTED (BINARY)
260      C      RNGDST   IU2      21      F4.2
261      C      CKILLS   IU3      22      I6
262      C      NUMWPN   IU4      23      I6
263      C      EXT      IU5      24      UNFORMATTED (BINARY)
264      C      PROJCT   IU6      25      F6.2
265      C      PREF     IU7      26      F8.6
266      C      LOG      IU8      27      I6
267      C      ALLOCATE IU9      3      I6
268      C      FALLOC   IU10     4      I6
269      C      CIPS      IU11     7      F10.3
270      C      COPS      IU12     8      F10.3
271      C      TTLOS     IU13     9      UNFORMATTED (BINARY)
272      C      AFPIN     IAFPIN    17      IN SPECS
273      C      AFPOUT    IUOUT1    18      IN SPECS
274      C      ESHOTS,SHOTS IUOUT3    33      UNFORMATTED (BINARY)
275      C      DUELS     IU14     31      I5
276      C      TIMES     IU15     32      UNFORMATTED (BINARY)
277      C      END

```

Figure D-16. Listing of FORTRAN Procs Identifying Common Blocks, Variables, Arrays, and Parameters of the Main Program of the AFP Combat Module
(page 4 of 4 pages)

**Table D-2. Notes on AFP Combat Module Common Blocks,
Variables, and Arrays**
(page 1 of 5 pages)

Blocks/Variable name			Description
BK1			
NTYPS	I ^a	I ^b	Number of types on each side
CASE	I	C	A coded integer encoding the visibility, day/night and posture
INSEED	I	I	Pointer to a seed ID for FIMSLU
DSEED	D	C	Contains seed for DETECT
BK2			
TYPS	I	C	The IDs of the weapon type we're examining, one for each side
SMALER	I	C	The side having less weapons in the conflict at hand
BIGGER	I	C	The side having more weapons in the conflict at hand
CNFLCT	I	C	The number of duels in the conflict at hand
BK3			
IOUNIT	I	C	Input unit for symbolic file
OUTFIL	I	C	Unit number for printed output
NSTAGE	I	C	The expected number of shots in each duel of the conflict
NSTAGEO	I	I	The maximum number of shots allowed in any duel in any conflict
NDAYS	I	I	The number of days in the battle

^aIn the first column, I denotes integer variable type; R denotes real variable type; D denotes double precision variable type; and L denotes logical variable type.

^bIn the second column, I denotes input and C denotes computed.

Table D-2. Notes on AFP Combat Module Common Blocks,
Variables, and Arrays
(page 2 of 5 pages)

Blocks/Variable name				Description
BK4				
NODDS	I	C		Number of odds in the conflict (maximum of two, initially)
ODDS	I	C		The initial odds at which duels start out
CONFLO	I	C		The number of duels by range and environment
BK5				
LIMITS	I	I		The ranges (encoded 1-6) between which the weapons are effective
SENSOR	I	I		The sensor ID and the ID of the medium sensed (e.g., light, heat) for each weapon type
SIZE	R	I		Size of targets (minimum dimension in meters/2) ²
CNTRST	R	I		Contrast thermal measured in degrees centigrade Contrast optical measured in foot-candles
LIGHT	R	I		Light level measured in foot-candles
MAG	R	I		Magnification
ATTN	R	I		Attenuation fractional reduction in intensity are kilometer traveled
BRIGHT	R	I		Brightness level sky to ground brightness ratio (no units)
BK6				
NOEXT	I	I		Number of types capable of indirect fire on each side; by convention, these must be the last types on each side
EXT	I	C		Combined preference and participation factors against each target type for each indirect shooter, and the kills/round for that shooter-target combination
EXTN	I	C		Number of indirect assignments for each indirect shooter against each target type

**Table D-2. Notes on AFP Combat Module Common Blocks,
Variables, and Arrays
(page 3 of 5 pages)**

Blocks/Variable name	Description
EXTK I C	Kills by indirect shooter by target type
EXTN1 I C	Initial daily allocation of indirect shooter against targets
SHOTS I C	Direct fire shots by shooter and target type
AMOTYP I I	Coded table giving ammo type used for each shooter/target combination
ESHOTS I C	External shot counts, recomputed for each type or type combination
BK8	
INSERT I I	Initial weapons entering battle at start of day and reinforcements
PHASE I C	Grouping of days; currently day 1 is in Phase 1 and days 2 through 180 are in Phase 2
EXTLOS R I	Losses due to external (extraneous) causes
BK9	
ENV DST I C	Environmental distribution
BK10	
CKILLS I C	Cumulative direct fire kills by kill category
BK11	
PKS R I	Direct fire PKS
MAXCON I C	Maximum number of duels encountered
BK12	
MAXODS I C	The largest offered encountered in the model

Table D-2. Notes on AFP Combat Module Common Blocks,
Variables, and Arrays
(page 4 of 5 pages)

Blocks/Variable name	Description
BK13 FORCES I C	The initial daily type or type preparticipation force allocations for direct fire weapons
BK16 PROJCT R I	Contains participation rates, duration of conflict in minutes, number of sites (only one conflict site currently), and consecutive conflict/day for each type or type weapon combination
BK17 WPNS R I	The daily weapon allocation for each type on each side, reduced as losses occur
WPNSI I C	The initial daily weapon allocations for each type on each side, unreduced
BK18 RMAXT R C	230, used to indicate opposing weapons out of range/zero PK for direct fire weapons (229 indicates nondetection)
BK19 FORCSI I C	The current total number of surviving weapons for the weapon types being processed; the total is across all conflicts
BK20 NENVIR I I	The number of environments in which conflicts occur. Currently = 1
BK21 NUMWPN I C	The number of direct fire weapons assigned; cumulative during battle

Table D-2. Notes on AFP Combat Module Common Blocks,
Variables, and Arrays
(page 5 of 5 pages)

Blocks/Variable name	Description
BK22 REFIRE R C	Refire time in minutes for each shooter and target type
BK23 FORCS2 I C	The current number of weapons for the two types in a particular conflict, decremented as losses occur.
NOTPAR I C	Nonparticipating weapons, only applies if participation rates less than 1.0 are used
BK24 RNGDST R I	Range distribution
BK25 LOG I C	Used in logging conflict
LOGIT L I	Writes out to LOG file if .TRUE.
STATE L I	Prints out other debug information if .TRUE.
BK27 TTLOS I C	Total losses; direct and indirect by indirect shooter for each side

c. Program Routines

(1) MAIN

(a) **Purpose.** To control execution flow of the main program of the AFP Combat Module. Figure D-17 is a source listing of the main routine MAIN.

(b) Subtasks

1. Initializes many reference and working variables and arrays.
2. Directly or by calls to special subroutines, inputs needed data.
3. Controls the nested, looped calls to routines in accord with the scheme illustrated in Figure D-15.
4. Directly or by calls to special subroutines, outputs data needed by postprocessors and other AFP modules.

(2) CNFALC

(a) **Purpose.** To compute the initial odds and the composition of each conflict, i.e., compute the numbers of duels at each odds in each conflict for the given weapon types at a particular range and environment. Figure D-18 is a source listing of subroutine CNFALC.

(b) **When called.** Every time a new pairing of opposing weapon types occurs, called from MAIN.

(c) Subtasks

1. Computes the nonparticipating forces for each range and environment and subtract them from the available forces.
2. Tallies the direct fire assignments.
3. Computes the odds and the number of duels at odds as follows:

Let there m weapons of one type and n of the other.

Let $\max(m,n) = q \min(m,n) + r$, where all symbols are integers; q is the quotient, r is the remainder.

```

1      C   !!! NOTE THAT EXTERNAL WEAPON TYPES MUST HAVE THE LAST SEQUENCE !!!
2      C   !!! NUMBERS ON EACH SIDE I.E. MUST BE THE LAST !!!
3      C   INCLUDE DECLARATIONS
4          INCLUDE PARM
5          INCLUDE BK1
6          INCLUDE BK2
7          INCLUDE BK3
8          INCLUDE BK4
9          INCLUDE BK6
10         INCLUDE BK7
11         INCLUDE BK8
12         INCLUDE BK10
13         INCLUDE BK11
14         INCLUDE BK12
15         INCLUDE BK13
16         INCLUDE BK14
17         INCLUDE BK16
18         INCLUDE BK17
19         INCLUDE BK19
20         INCLUDE BK20
21         INCLUDE BK21
22         INCLUDE BK23
23         INCLUDE BK25
24         INCLUDE BK27
25      C   DEFINE THE DIRECT ACCESS FILES
26          DEFINE FILE IU2(NR2,IRS22,F,NEXT2)
27          DEFINE FILE IU3(NR3,IRS23,F,NEXT3)
28          DEFINE FILE IU4(NR4,IRS24,F,NEXT4)
29          DEFINE FILE IU6(NR6,IRS26,F,NEXT6)
30          DEFINE FILE IU7(NR7,IRS27,F,NEXT7)
31          DEFINE FILE IU9(NR9,IRS29,F,NEXT9)
32          DEFINE FILE IU10(NR10,IRS210,F,NEXT10)
33          DEFINE FILE IU14(NR14,IRS214,V,NEXT14)
34      C   SEQUENTIAL FILE DEFINITION:
35          DEFINE FILE IU1(SDF,,IRS21,,IRS21)
36          DEFINE FILE IU5(SDF,,IRS25,,IRS25)
37          DEFINE FILE IU13(SDF,,IRS213,,IRS213)
38          DEFINE FILE IU15(SDF,,IRS215,,IRS215)
39          DEFINE FILE IUOUT3(SDF,,IRS2U3,,IRS2U3)
40      C   DECLARATIONS PARTICULAR TO KILLS
41      C
42          INTEGER REPSX,DAYSX,TYPS1X,TYPS2X,ENVIRX,RANGEX,STAGEX,SIDEX,CNFX
43          INTEGER ODDSX
44          INTEGER COMBO,THTR,TPD,NVIS,NDAY,NPOS
45          INTEGER LOTWO,LOONE, HITWO, HIONE
46          LOGICAL ALLZ, IALLZ
47      C
48          DIMENSION ITEMP6(2)
49      C
50          DOUBLE PRECISION SEED(100)
51      C
52          DATA PHASE/1,2/,MAXCON/0/,MAXODS/0/
53      C
54          DATA (SEED(I),I=1,52)/
55          *      123457.00, 848661055.00, 331868080.00, 795694002.00,
56          *      1133506416.00, 179392340.00, 880089848.00, 373453165.00,
57          *      330310551.00, 1864683550.00, 957584520.00, 611600725.00,
58          *      1514685799.00, 609430781.00, 2126485978.00, 230140735.00,
59          *      1460567237.00, 1903540707.00, 773122865.00, 1753901423.00,
60          *      274992647.00, 1588509478.00, 1759740400.00, 1941135750.00,
61          *      83729995.00, 307509594.00, 1235568876.00, 1540164579.00,
62          *      1567253092.00, 34485768.00, 307246871.00, 1222711937.00,
63          *      352414837.00, 1812009750.00, 892733067.00, 1257585462.00,
64          *      1990506775.00, 34124592.00, 134177024.00, 1176990974.00,
65          *      1265016020.00, 1110128581.00, 79706148.00, 1970893844.00,
66          *      235610717.00, 716522888.00, 65884601.00, 26530237.00,
67          *      1946788467.00, 1915124666.00, 605204808.00, 1250036153.00/
68          DATA (SEED(I),I=53,100)/
69          *      1241237486.00, 1826480310.00, 1761451800.00, 648974769.00,
70          *      1328095926.00, 735026667.00, 1922904882.00, 112740804.00,

```

Figure D-17. Source Listing of the Main Routine of the Main Program of the AFP Combat Module
(page 1 of 6 pages)

```

71      *      1690100682.DO, 673720340.DO, 1103976199.DO, 200368466.DO,
72      *      1409578632.DO, 12672413.DO, 2082847903.DO, 2102585575.DO,
73      *      585411451.DO, 560061851.DO, 1357483287.DO, 2035203195.DO,
74      *      1995361080.DO, 2009993142.DO, 270796833.DO, 1364574012.DO,
75      *      2037737285.DO, 37500927.DO, 2052071248.DO, 1860954032.DO,
76      *      1475434694.DO, 2074851491.DO, 330340421.DO, 2037642289.DO,
77      *      133673398.DO, 851290297.DO, 1651586143.DO, 301620020.DO,
78      *      1510133733.DO, 1940663167.DO, 1877417917.DO, 617723160.DO,
79      *      1093293442.DO, 1138218931.DO, 950324013.DO, 199964875.DO,
80      *      1721714736.DO, 1039836864.DO, 1390471833.DO, 403248081.DO/
81
82      C
83      2      CONTINUE
84      READ(5,10) COMBO,TPD,THTR,NVIS,NDAY,NPOS,INSEED
85      10      FORMAT(1)
86      CASE=(NVIS-1)*IDAY*IPOS+(NDAY-1)*IPOS+(NPOS-1)
87      PREF1=0
88      PREF2=0
89      PREF3=(THTR-1)*ICASE+CASE
90      PREF4=(COMBO-1)*ITHTR*ITPD*ICASE+(TPD-1)*ITHTR*ICASE+PREF3
91      C      READ IN THE DENSITY REDUCTION INDICATORS
92      READ(5,*) LESDNS(1),LESDNS(2)
93      C      READ IN THE TYPE LOOP LIMITS
94      READ(5,10) LOONE,HIONE,LOTWO,HITWO
95      IOUNIT=IUNIN6
96      OUTFIL=6
97      C      READ IN ALL OF THE INPUT EXCEPT PKS AND RNGDST
98      CALL INPUT
99      C      OPEN LOG FILE, IF APPROPRIATE
100     IF (LOGIT) OPEN (UNIT=IU8, STATUS='UNKNOWN', ACCESS='DIRECT',
101     & RECL=IRSZ8, BLANK='ZERO', RFORM='F', RCDS=NR8,
102     & ASSOC=NEXT8)
103     DSEED=SEED(INSEED)
104     C      REPLICATION LOOP BEGINS HERE
105     DO 50000 REPSX=1,IREPS
106     LCOUNT=0
107     25     WRITE(OUTFIL,25) REPSX
108     FORMAT(1H1,751,2) STARTING REPETITION ',15,///)
109     CALL IZERO (WPNS,2*ITYPS)
110     C      DAY LOOP BEGINS HERE
111     DO 40000 DAYSX=1,NDAYS
112     C      PREPARE TO (RE-) READ PKS
113     REWIND IU1
114     IU1T1 = 0 @ TO FORCE INITIAL READ
115     KEYU1 = 0
116     CALL FRCALC(DAYSX)
117     CALL OUTPT(REPSX,DAYSX)
118     C      INITIALIZE THE DAILY BEGINNING WEAPON COUNTS
119     CALL IZERO (BWPNS,2*IRANGE*ENVIR*ITYPS)
120     C      COMPUTE INITIAL DAILY WEAPON COUNTS FOR EXTCLS
121     DO 80 TYPS1X=1,NTYPS(1)
122     DO 80 TYPS2X=1,NTYPS(2)
123     TYPS(1)=TYPS1X
124     TYPS(2)=TYPS2X
125     FORCS1(1)=FORCES(1,TYPS1X,TYPS2X)
126     FORCS1(2)=FORCES(2,TYPS2X,TYPS1X)
127     CALL CNFALC($80,TYPS1X,TYPS2X,0)
128     DO 78 ENVIRX=1,ENVIR
129     DO 78 RANGEX=1,IRANGE
130     ITEMP6(1)=0
131     ITEMP6(2)=0
132     DO 77 ODDSX=1,2
133     ITEMP6(SMALER)=ITEMP6(SMALER)
134     & + CONFLO(ODDSX,RANGEX,ENVIRX)
135     & ITEMP6(BIGGER)=ITEMP6(BIGGER)
136     & + ODDSX(ODDSX) * CONFLO(ODDSX,RANGEX,ENVIRX)
137     77     CONTINUE
138     BWPNS(SMALER,TYPS(SMALER),ENVIRX,RANGEX)=
139     & BWPNS(SMALER,TYPS(SMALER),ENVIRX,RANGEX)
140     & + ITEMP6(SMALER)
141     BWPNS(BIGGER,TYPS(BIGGER),ENVIRX,RANGEX)=

```

Figure D-17. Source Listing of the Main Routine of the Main Program of the AFP Combat Module
(page 2 of 6 pages)

```

141      &          BWPNS(BIGGER,TYPS(BIGGER),ENVIRX,RANGEX)
142      &          + ITEMP6(BIGGER)
143      78          CONTINUE
144      80          CONTINUE
145      86          CONTINUE
146      C WRITE THE TYPE LOOP BOUNDS IN THE SHOT FILE
147      C BEGIN TYPE LOOPS
148      DO 31000 TYPS1X=LOONE,HIONE
149      CALL DIRIO(TYPS1X,REPSX,DAYSX)
150      CALL GETPKS(TYPS1X)
151      C WRITE OUT THE POST PARTICIPATION ALLOCATIONS
152      IOPTRA=REPSX+(DAYSX-1)*N100+(TYPS1X-1)*N101
153      IOPTRA=IOPTRA+PREF4*IREPS*IDAYS*ITYPS1
154      WRITE(IU10,IOPTRA,1030,ERR=130)
155      &          (IFIX(FORCES(1,TYPS1X,J)*PROJECT(J,1)+0.5),J=1,NTYPS(2))
156      &          (IFIX(FORCES(2,J,TYPS1X)*PROJECT(J,2)+0.5),J=1,NTYPS(2))
157      GOTO 200
158      130 WRITE(OUTFIL,140) REPSX,DAYSX
159      140 FORMAT(1X,30(1H*),5X,REP=,I3,3X,DAY=,I3,3X
160      &          ,FALLOD DIRECT WRITE ERROR,5X,30(1H*))
161      STOP
162      200 CONTINUE
163      DO 30000 TYPS2X=LOTWO,HITWO
164      TYPS(1)=TYPS1X
165      TYPS(2)=TYPS2X
166      C INITIALIZE THE TOTAL LOSSES TABLE
167      CALL IZERO (TTLOS, 2*ITLOS*IENVIR*IRANGE)
168      C INITIALIZE THE EXTERNAL SHOT COUNTER FOR EACH TYPE ON TYPE
169      C COMBINATION
170      CALL IZERO (SHOTS, 2*IENVIR*IRANGE)
171      CALL ZERO (ESHOTS, 2*TEXT*IENVIR*IRANGE)
172      CALL ZERO (EXTN, 2*TEXT*IENVIR*IRANGE*ICDPH)
173      CALL IZERO (EXTK, 2*TEXT*IENVIR*IRANGE*ICDPH)
174      C INITIALIZE THE DUELS AND TIMES TABLES
175      CALL IZERO (DUELS, IENVIR*IRANGE*ICDPH*5)
176      CALL ZERO (TMS, 2*IENVIR*IRANGE*ICDPH*5)
177      C PLACE THE INITIAL FORCES INTO FORCS1
178      FORCS1(1)=
179      &          FORCES(1,TYPS(1),TYPS(2))
180      FORCS1(2)=
181      &          FORCES(2,TYPS(2),TYPS(1))
182      IF ( FORCS1(1)*FORCS1(2) .EQ. 0 ) GOTO 30000
183      CALL CNFALC($30000,TYPS1X,TYPS2X,1)
184      NOCONF=PROJECT(TYPS2X,5)
185      IF ( NOCONF .GT. ICDPTH ) THEN
186      WRITE(OUTFIL,1000) NOCONF
187      1000 &          FORMAT(1X,30(1H*),5X,NUMBER OF CONFLICTS EXCESSIVE,
188      &          2X,I5,5X,30(1H*))
189      STOP
190      ENDIF
191      C COMPUTE THE EXTERNAL WEAPON ASSIGNMENTS
192      CALL EXTASG
193      C THE ENVIRONMENT LOOP
194      DO 21000 ENVIRX=1,NENVIR
195      C RANGE LOOP
196      DO 20000 RANGEX=1,IRANGE
197      IF ( LOGIT ) THEN
198      C INITIALIZE THE LOG TABLE
199      DO 1650 SIDEX=1,2
200      C FOR LOG, SIDEX IS THE VICTIM TYPE
201      C READ IN THE LOG TABLE, AND INITIALIZE IF NOT THERE
202      IOPTR8=(SIDEX-1)*N80+(REPSX-1)*N81+(DAYSX-1)*N82
203      &          +(TYPS(SIDEX)-1)*N83+(ENVIRX-1)*N84+RANGEX
204      IOPTR8=IOPTTR8+PREF2*2*IREPS*IDAYS*ITYPS*IENVIR
205      &          *IRANGE
206      READ(IU8,IOPTTR8,16000,ERR=1500) NOCONF,
207      &          ((LOG(I,SIDEX,K,L),L=1,9),K=1,NTYPS(3-SIDEX)),
208      &          I=1,NOCONF)
209      GOTO 1650
210      1500 CONTINUE

```

Figure D-17. Source Listing of the Main Routine of the Main Program of the AFP Combat Module
(page 3 of 6 pages)

```

211      CALL IZERO (LOG, ICDPTH*2*ITYPS*9)
212      CONTINUE
213      ENDIF
214      DO 15000 CNFX=1,NOCONF
215      CALL CNFLC1($15500,TYPS2X,ENVIRX,RANGEX,CNFX)
216      CCCCCC FOLLOWING TRACE ADDED TO ASSIST TESTING, 1 FEB 84:
217      CC      WRITE (6,66) TYPS1X, TYPS2X, DAYSX, CNFX, RANGEX,
218      CC      & FORCS2(1), FORCS2(2)
219      CC66      FORMAT (' *** BLUE TYPE ', I2, ' VS RED TYPE ', I2,
220      CC      & ' DAY ', I2, ' CONFLICT ', I2, ' RANGE ', I2, '/',
221      CC      & ' *** BLUE FORCE ', I6, ' RED FORCE ', I6)
222      CCCCCC END OF TEST TRACE
223      C      STORE THE ASSIGNMENTS
224      DO 1700 SIDEX=1,2
225      DO 1700 J=1,2
226      LOG(CNFX,SIDEX,TYPS(3-SIDEX),J)=
227      & LOG(CNFX,SIDEX,TYPS(3-SIDEX),J)+
228      FORCS2(J)*PROJECT(TYPS2X,4)
229      1700      CONTINUE
230      CALL STPREP($15500,RANGEX,ENVIRX,TYPS1X,TYPS2X)
231      DO 10000 STAGEX=1,NSTAGE
232      CALL CNFTMS(ENVIRX,RANGEX,CNFX,STAGEX)
233      CALL EXTCLS(ENVIRX,TYPS2X,CNFX,RANGEX,STAGEX)
234      CALL DIRKLS(TYPS2X,ENVIRX,RANGEX,CNFX,STAGEX)
235      IF ( STATE ) THEN
236      IF ( MOD(LCOUNT,LNCNT) .EQ. 0 ) THEN
237      CC      WRITE(OUTFIL,1725)
238      CC      1725      FORMAT(/,1X,T2, REPS ' ',T10, ' DAYS ',T18
239      CC      & ' TYPS 1 ',T26, ' TYPS 2 ',T34, ' ENVIRX ',
240      CC      & ' T42, ' RANGEX ',T50, ' CNFX ',T58
241      CC      & ' STAGEX ',T68, ' CONFLD ',T86
242      CC      & ' ODDS ',T104, ' FORCS2 ',T122
243      CC      & ' CNFLCT ',/ ,1X,10(' '),T15, 'CKILLS',/
244      CC      & ' 1X,15(' ') )
245      CC      ENDIF
246      LCOUNT=LCOUNT+1
247      WRITE(OUTFIL,1750) REPSX,DAYSX,TYPS1X,TYPS2X
248      & ,ENVIRX,RANGEX,CNFX,STAGEX
249      & ,(CONFLD(L,RANGEX,ENVIRX),L=1,2)
250      & ,(ODDS(L),L=1,2),(FORCS2(L),L=1,2),CNFLCT
251      & ,(CKILLS(L,TYPS(2),K),K=1,7),L=1,2)
252      CC      1750      FORMAT(1X,T2,I6,T10,I5,T18
253      CC      & ' I6,T26,I6,T34,I5
254      CC      & ' T42,I5,T50,I6,T58
255      CC      & ' I6,T68,2(I8),T86
256      CC      & ' 2I8,T104,2I8,T122
257      CC      & ' I5,/,1X,10(' '),T15,2(7(I6,1X),3X),/
258      CC      & ' 1X,15(' ') )
259      CC      ENDIF
260      C      SKIP IF NO ENTRIES LEFT
261      C      END OF STAGE LOOP
262      10000      CONTINUE
263      C      END OF CONFLICTS LOOP
264      15000      CONTINUE
265      C      IF UNUSUAL RETURN, JUMP HERE TO SAVE THE LOG
266      15500      CONTINUE
267      IF ( LOGIT ) THEN
268      C      WRITE OUT THE LOG TABLE
269      C      SIDEX POINTS TO THE SIDE OF THE VICTIM TYPE
270      DO 17000 SIDEX=1,2
271      IOPTR8=(SIDEX-1)*N80+(REPSX-1)*N81+(DAYSX-1)*N82
272      & +(TYPS(SIDEX)-1)*N83+(ENVIRX-1)*N84+RANGEX
273      IOPTR8=IOPTR8+REF2*2+IREPS*IDAYS*ITYPS*IENVIR
274      & *IRANGE
275      WRITE(IU8 IOPTR8,16000,ERR=16500) NOCONF,
276      & (((LOG(I,SIDEX,K,L),L=1,9),K=1,NTYPS(3-SIDEX)),
277      & I=1,NOCONF)
278      16000      FORMAT(500(500I6))
279      GOTO 17000
280      16500      WRITE(OUTFIL,16600) REPSX,DAYSX,TYPS(3-SIDEX),

```

Figure D-17. Source Listing of the Main Routine of the Main Program of the AFP Combat Module
(page 4 of 6 pages)


```

2081      &          ENVIRX,RANGEX
2082      16600      &          FORMAT(1X,30(1H*),5X,"LOG WRITE ERROR",5X,"INDICES=",
2083      &          5(3X,I5),5X,30(1H*))
2084      &          STOP
2085      17000      &          CONTINUE
2086      &          ENDF
2087      C          END OF RANGE LOOP
2088      20000      &          CONTINUE
2089      C          END OF ENVIRONMENT LOOP
2090      21000      &          CONTINUE
2091      C          WRITE OUT THE SHOT COUNTS (ESHOTS, SHOTS)
2092      &          IF (.NOT. IALLZ (SHOTS, 2*IENVIR*IRANGE) .OR.
2093      &          &          .NOT. ALLZ (ESHOTS, 2*TEXT*IENVIR*IRANGE))
2094      &          &          WRITE(IUOUT3) REPSX, DAYSX, TYP1X, TYP2X,
2095      &          &          ESHOTS, SHOTS
2096      &          DO 21300 I=1,2
2097      &          &          DO 21300 RANGEX = 1,IRANGE
2098      &          &          &          WRITE(OUTFIL,21200) TYP1X,TYP2X
2099      &          &          &          * (ESHOTS(I,J,1,RANGEX),J=1,NOEXT(I))
2100      &          &          &          FORMAT(/,1X,"EXTERNAL SHOTS FOR TYPES ",2I7,/
2101      &          &          &          ,1X,"SHOOTER SIDE=",I2," RANGE=",I2
2102      &          &          &          ,/, SHOT COUNTS ",(I15,10(F7.2,1X)) )
2103      &          &          CONTINUE
2104      C          WRITE OUT THE DUEL DATA
2105      &          IOPTRE=REPSX+(DAYSX-1)*IREPS+(TYP1X-1)*IDAYS*IREPS
2106      &          &          (TYP2X-1)*ITYPS1*IDAYS*IREPS
2107      &          IOPTRE=IOPTRE+REF2*IREPS*IDAYS*ITYPS1*ITYPS2
2108      &          &          WRITE(IU14,IOPTRE,ERR=22200) NENVIR,IRANGE,NOCONF
2109      &          &          ,(((DUELS(I,J,K,L),L=1,5),K=1,NOCONF),J=1,IRANGE)
2110      &          &          I=1,NENVIR)
2111      &          GOTO 22400
2112      22200      &          WRITE(OUTFIL,22300)
2113      22300      &          FORMAT(1X,30(1H*),5X,"DUELS WRITE ERROR",5X,30(1H*))
2114      &          STOP
2115      22400      &          CONTINUE
2116      C          WRITE(OUTFIL,22500) NENVIR,IRANGE,NOCONF
2117      &          &          FORMAT(/,1X,"DUELS FOR ",I3," ENVIRONMENTS, "
2118      &          &          ,I3," RANGES, AND ",I2," CONFLICTS AT MOST")
2119      &          DO 22700 I=1,NENVIR
2120      &          &          DO 22700 J=1,IRANGE
2121      &          &          &          WRITE(OUTFIL,22600) I,J,((DUELS(I,J,K,L),L=1,5)
2122      &          &          &          ,K=1,NOCONF)
2123      &          &          &          FORMAT(1X,"ENVIRONMENT ",I2,3X,"RANGE ",I2,3X
2124      &          &          &          ,500(T32,2(5(I5,2X),10X),/))
2125      &          &          CONTINUE
2126      C          WRITE OUT THE TIME DATA
2127      &          IF (.NOT. ALLZ (TMS, 2*IENVIR*IRANGE*ICDPH*5))
2128      &          &          WRITE (IU15) REPSX, DAYSX, TYP1X, TYP2X,
2129      &          &          NOCONF, TMS
2130      &          &          WRITE(OUTFIL,23500) NENVIR,IRANGE,NOCONF
2131      &          &          &          FORMAT(/,1X,"TIMES FOR ",I3," ENVIRONMENTS, "
2132      &          &          &          ,I3," RANGES, AND ",I2," CONFLICTS AT MOST")
2133      &          &          DO 23700 I=1,NENVIR
2134      &          &          &          DO 23700 J=1,IRANGE
2135      &          &          &          &          WRITE(OUTFIL,23600) I,J,((M,(TMS(M,I,J,K,L),L=1,5)
2136      &          &          &          &          ,M=1,2),K=1,NOCONF)
2137      &          &          &          &          FORMAT(1X,"ENVIRONMENT ",I2,3X,"RANGE ",I2
2138      &          &          &          &          ,500(T32," SIDE ",I1,2X,5(F12.5,2X),/))
2139      &          &          &          CONTINUE
2140      C          WRITE OUT EXTERNAL ASSIGNMENTS, KILLS
2141      &          IF (.NOT. ALLZ (EXTN, 2*TEXT*IENVIR*IRANGE*ICDPH) .OR.
2142      &          &          .NOT. IALLZ (EXTK, 2*TEXT*IENVIR*IRANGE*ICDPH))
2143      &          &          &          WRITE (IU5) REPSX, DAYSX, TYP1X, TYP2X,
2144      &          &          &          EXTN, EXTK
2145      C          WRITE OUT THE TOTAL LOSSES TABLE, IF THERE WERE ANY LOSSES
2146      &          IF (.NOT. IALLZ (TTLOS, 2*ITLOS*IENVIR*IRANGE))
2147      &          &          WRITE (IU13) REPSX, DAYSX, TYP1X,
2148      &          &          TYP2X, TTLOS
2149      C          END OF SIDE 2 TYPES LOOP
2150      30000      &          CONTINUE

```

Figure D-17. Source Listing of the Main Routine of the Main Program of the AFP Combat Module
(page 5 of 6 pages)

```

351      DO 30150 I=1,2
352      DO 30150 J=1,NTYPS(2)
353      ISUM=0
354      DO 30050 K=1,7
355      ISUM=ISUM+CKILLS(I,J,K)
356
357 30050 CONTINUE
358      IF ( ISUM .LE. 0 ) GOTO 30150
359      CC WRITE(OUTFIL,30100) I,TYPS(1),J,(CKILLS(I,J,K),K=1,7)
360      CC30100 FORMAT(/,9X,'CKILLS',/,1X,3(I5,2X),100(T30,10(I5,2X),/))
361 30150 CONTINUE
362      IOPTR3=(REPSX-1)*N31+TYPS1X
363      IOPTR3=IOPTR3+PREF4+IREPS+ITYPS1
364      WRITE(IU3,IOPTR3,1030,ERR=30200)
365      & ((CKILLS(I,J,K),K=1,7),J=1,NTYPS(2)),I=1,2)
366      1030 FORMAT(500(500I6))
367      GOTO 30400
368 30200 WRITE(OUTFIL,30300)
369 30300 FORMAT(1X,30(1H*),5X,'CKILLS WRITE ERROR',
370      & 5X,30(1H*))
371      STOP
372 30400 CONTINUE
373      IOPTR4=(REPSX-1)*N41+TYPS1X
374      IOPTR4=IOPTR4+PREF2+IREPS+ITYPS1
375      WRITE(IU4,IOPTR4,1030,ERR=30500)
376      & ((NUMWPN(I,J),J=1,2),I=1,NTYPS(2))
377      GOTO 30700
378 30500 WRITE(OUTFIL,30600)
379 30600 FORMAT(1X,30(1H*),5X,'NUMWPN WRITE ERROR',5X,30(1H*))
380      STOP
381 30700 CONTINUE
382      CCC WRITE OUT THE NUMBER OF DIRECT ENCOUNTERS
383      CC DO 30900 J=1,2
384      CC ISUM=0
385      CC DO 30750 I=1,NTYPS(2)
386      CC ISUM=ISUM+NUMWPN(I,J)
387 30750 CONTINUE
388      CC IF ( ISUM .LE. 0 ) GOTO 30900
389      CC WRITE(OUTFIL,30800) J,TYPS1X,(NUMWPN(I,J),I=1,NTYPS(2))
390      CC30800 FORMAT(/,1X,'ENCOUNTERS',5X,'SIDE ',I1,5X,'SIDE 1 TYPE ',I3,3X
391      & ',500(T50,10(I6,2X),/))
392      CC30900 CONTINUE
393      C END OF SIDE 1 TYPES LOOP
394 31000 CONTINUE
395      C END OF DAY LOOP
396 40000 CONTINUE
397      C END OF REPS LOOP
398 50000 CONTINUE
399      WRITE(OUTFIL,50100) MAXCON
400      50100 FORMAT(T41,'THE MAXIMUM NUMBER OF CONFLICTS WAS ',
401      & 2X,I6)
402      WRITE(OUTFIL,50200) MAXODS
403      50200 FORMAT(/,T41,'THE MAXIMUM ODDS WERE ',
404      & 2X,I6)
405      STOP
406      END

```

Figure D-17. Source Listing of the Main Routine of the Main Program of the AFP Combat Module
(page 6 of 6 pages)

```

1      SUBROUTINE CNFALC(*,TYP1X,TYP2X,CASE1)
2
3      C
4      INCLUDE PARM
5      INCLUDE BK1
6      INCLUDE BK2
7      INCLUDE BK4
8      INCLUDE BK9
9      INCLUDE BK12
10     INCLUDE BK13
11     INCLUDE BK14
12     INCLUDE BK16
13     INCLUDE BK19
14     INCLUDE BK20
15     INCLUDE BK21
16     INCLUDE BK23
17     INCLUDE BK24
18
19     C
20     DIMENSION CONFL1(2),CLASS(2,IRANGE,IENVIR)
21
22     C
23     LOGICAL LOG
24
25     C
26     INTEGER TYP2X,TYP1X,CONFL1,ODDSX,POINT,POINT1,COUNT,CASE1,TPS1X
27     INTEGER OUTFIL
28
29     C
30     SAVE TPS1X
31
32     C
33     CONTINUE
34     OUTFIL=6
35
36     C
37     READ IN THE RANGE DISTRIBUTION
38     IOPTR2=(TYP1X-1)*N21+TYP2X
39     IOPTR2=IOPTR2+PREF3*ITYPS1*ITYPS2
40     READ(IU2,IOPTR2,1075,ERR=1085)(RNGDST(I),I=1,IRANGE)
41     1075    FORMAT(500(500F4.2))
42     GOTO 1095
43     1085    WRITE(6,1090)
44     1090    FORMAT(1X,30(1H*),5X,'RNGDST LOAD ERROR',
45     &        5X,30(1H*))
46     STOP
47     1095    CONTINUE
48
49     C
50     INITIALIZE
51     ODDS(1)=0
52     ODDS(2)=0
53     DO 90 ODDSX=1,2
54     DO 90 ENVIRX=1,NENVIR
55     DO 90 RANGEX=1,IRANGE
56     CONFLO(ODDSX,RANGEX,ENVIRX)=0
57     90    CONTINUE
58
59     C
60     READ IN PROJECT FILE IF INITIAL CALL TO CNFALC
61     CHECK TO SEE IF THIS IS THE FIRST CALL
62     LOG=( TYP1X .EQ. 1 ) .AND. ( TYP2X .EQ. 1 )
63     C
64     CHECK TO SEE IF THIS IS A CASE 0 CALL
65     LOG=LOG .OR. ( CASE1 .EQ. 0 )
66     IF ( LOG ) THEN
67     TPS1X=TYP1X
68     IOPTR6=TYP1X
69     READ(IU6,IOPTR6,110,ERR=200)
70     (( PROJECT(I,J),J=1,5),I=1,NTYPS(2))
71     110    FORMAT(500(500F6.2))
72     GOTO 300
73     200    WRITE(OUTFIL,210)
74     210    FORMAT(1X,30(1H*), ' PROJECT READ ERROR, CNFALC ',30(1H*))
75     STOP
76     300    CONTINUE
77     ENDIF
78
79     C
80     COMPUTE THE FORCES ACTUALLY ENGAGING BY MULTIPLYING BY THE
81     PROBABILITY OF ENGAGEMENT
82     FORCS2(1)=FORCS1(1)
83     FORCS2(2)=FORCS1(2)
84     DO 100 ENVIRX=1,NENVIR
85     DO 100 RANGEX=1,IRANGE
86     DO 100 I=1,2
87     NOTPAR(I,ENVIRX,RANGEX)=FORCS2(I)*RNGDST(RANGEX)
88     &        *ENVDST(ENVIRX)
89     &        *(1.0-PROJECT(TYP2X,I))
90
91     C
92     SUBTRACT OFF NON-PARTICIPANTS
93     FORCS2(I)=FORCS2(I)-NOTPAR(I,ENVIRX,RANGEX)
94     CONTINUE
95     100
96     IF ( FORCS2(1)*FORCS2(2) .LE. 0 ) RETURN 1
97
98     C
99     SET UP POINTER TO SIDE WITH MORE WEAPONS ( OR SIDE 1 IF
100    BOTH SIDES HAVE AN EQUAL NUMBER OF WEAPONS )

```

Figure D-18. Source Listing of the CNFALC Subroutine of the Main Program of the AFP Combat Module
(page 1 of 2 pages)

```

82          BIGGER=1
83          IF ( FORCS2(1) .LT.
84              &      FORCS2(2) ) BIGGER=2
85          SMALER=3-BIGGER
86          C NODDS WILL CONTAIN THE NUMBER OF ODDS CLASSES ( 1 OR 2 )
87          NODDS=1
88          C PLACE THE NUMBER OF CONFLICTS INTO COUNT
89          COUNT=MIN( FORCS2(1),
90              &      FORCS2(2) )
91          C PLACE THE LOWER ODDS INTO ODDS(1)
92          ODDS(1)=FORCS2(BIGGER)/
93              &      FORCS2(SMALER)
94          ODDS(2)=0
95          C FIND THE REMAINDER
96          ITEMP=MOD( FORCS2(BIGGER),
97              &      FORCS2(SMALER) )
98          C STORE THE NUMBER OF CONFLICTS AT LOWER ODDS
99          CNFL1(1)=COUNT-ITEMP
100          C STORE THE NUMBER OF CONFLICTS AT HIGHER ODDS
101          CNFL1(2)=ITEMP
102          IF ( (CNFL1(1)+CNFL1(2)) .LE. 0 ) RETURN 1
103          IF ( ITEMP .GT. 0 ) THEN
104              NODDS=2
105              ODDS(2)=ODDS(1)+1
106          ENDIF
107          C CHECK FOR OUT OF BOUNDS ODDS
108          IF ( ODDS(NODDS) .GT. 10000 ) THEN
109              WRITE(6,1050) NODDS,ODDS(NODDS),TYP51X,TYP52X,
110              1050      FORMAT(10(1H*),5X,CNFALC- ODDS OUT OF BOUNDS",
111              &          5X,4(110,2X),5X,10(1H*))
112          ENDIF
113          C TO RECORD THE HIGHEST ODDS ENCOUNTERED
114          IF ( ODDS(NODDS) .GT. MAXODS ) MAXODS=ODDS(NODDS)
115          C DISTRIBUTE THE CONFLICTS
116          CTR(1)=0
117          IF ( NODDS .GT. 1 ) CTR(2)=0
118          DO 1100 RANGEX=1,IRANGE
119          DO 1100 ENVIRX=1,ENVIR
120          DO 1100 ODDSX=1,NODDS
121              TEMP=CNFL1(ODDSX)*RNGDST(RANGEX)*ENV DST(ENVIRX)
122              ITEMP=ITEMP
123          C MAKING THE INTEGRAL ALLOCATIONS
124          CNFLO(ODDSX,RANGEX,ENVIRX)=ITEMP
125          C SAVING THE FRACTIONAL PARTS
126          CLASS(ODDSX,RANGEX,ENVIRX)=TEMP-ITEMP
127          C ADD UP THE ALLOCATED WEAPONS
128          CTR(ODDSX)=CTR(ODDSX)+ITEMP
129          CONTINUE
130          C FIND THE NUMBER OF UNALLOCATED CONFLICTS AT EACH ODDS
131          DO 1150 ODDSX=1,NODDS
132              CTR(ODDSX)=CNFL1(ODDSX)-CTR(ODDSX)
133          CONTINUE
134          1150      C ROUND CNFLO, THE CONFLICTS BY ODDS, RANGE, ENVIRONMENT
135          C LCOP ON THE ODDS CLASS
136          DO 1400 ODDSX=1,NODDS
137              COUNT=CTR(ODDSX)
138              IF ( COUNT .EQ. 0 ) GOTO 1400
139          1200      CONTINUE
140          C INITIALIZE POINTERS TO RANGE AND ENVIRONMENT INDICES
141          POINT=1
142          POINT1=1
143          C FIND THE LARGEST FRACTIONAL PART
144          DO 1300 RANGEX=1,IRANGE
145          DO 1300 ENVIRX=1,ENVIR
146              IF ( CLASS(ODDSX,RANGEX,ENVIRX) .GT.
147                  &      CLASS(ODDSX,POINT,POINT1) ) THEN
148                  POINT=RANGEX
149                  POINT1=ENVIRX
150              ENDIF
151          CONTINUE
152          1300      C ALLOCATE TO THE LARGEST REMAINDER
153          CNFLO(ODDSX,POINT,POINT1)=
154              &      CNFLO(ODDSX,POINT,POINT1)+1
155          C INSURE NO FURTHER ALLOCATION TAKE PLACE
156          CLASS(ODDSX,POINT,POINT1)=-1.0
157          COUNT=COUNT-1
158          IF ( COUNT .GT. 0 ) GOTO 1200
159          1400      CONTINUE
160          C SAVE THE STATUS FOR CNFLC1
161          SAVIT(1)=SMALER
162          SAVIT(2)=BIGGER
163          SAVIT(3)=ODDS(1)
164          SAVIT(4)=ODDS(2)
165          RETURN
166          END

```

Figure D-18. Source Listing of the CNFALC Subroutine of the Main Program of the AFP Combat Module
(page 2 of 2 pages)

The odds are $q + 1:1$ and $q:1$, where the q weapons belong to the more numerous side.

The number of duels is $\min(m,n)$.

The number of duels at $q + 1:1$ is r .

The number of duels at $q:1$ is $\min(m,n) - r$.

4. Allocates the conflicts to each range and environment using the range distribution and applying the same treatment of integers and fractions as does FRCALC.

(3) CNFLC1

(a) Purpose. To compute the number of weapons for each side in the conflict. When the conflict is between survivors, to compute the odds and the number of duels at each odd (i.e., conflict composition) for every conflict. Figure D-19 is a source listing of subroutine CNFLC1.

(b) When Called. Every time another conflict is scheduled, for every pair of opposing types, environment and range. This routine is called from MAIN.

(c) Subtasks. Note that conflicts for a given pair of opposing types, at a given environment and a given range, are processed in succession in a given day; i.e., when one conflict ends, the survivors from another conflict which is then processed.

1. For first conflicts at a given environment and range.

a. In the first conflict of every day and for each pair of opposing types, status information developed by CNFALC is saved to be reused by other first conflicts at different environments and ranges for the same opposing types. This information includes the odds, which side is smaller, and which side is larger.

b. In first conflicts for other ranges/environments, the odds, smaller and bigger indicators are reset.

c. In any first conflict, the number of weapons of each type participating in the conflict at hand is computed.

2. For subsequent conflicts.

a. Computes the participating forces at the given range and environment.


```

UNCLASSIFIED=M7AFP(1),CNFLC1(26)
SUBROUTINE CNFLC1(*,TYP2X,ENVIRX,RANGEX,CNFX)
C
C   INCLUDE PARAM
C   INCLUDE BK1
C   INCLUDE BK2
C   INCLUDE BK4
C   INCLUDE BK9
C   INCLUDE BK12
C   INCLUDE BK13
C   INCLUDE BK14
C   INCLUDE BK16
C   INCLUDE BK17
C   INCLUDE BK19
C   INCLUDE BK20
C   INCLUDE BK21
C   INCLUDE BK22
C   INCLUDE BK24
C
C   DIMENSION NOTIN(2)
C   INTEGER TYP2X,COUNT,RANGEX,ENVIRX,CNFX,NOTIN,ODDSX
C   SAVE NOTIN
C   CONTINUE
C
C   IF ( CNFX .GT. 1 ) THEN
C   USE THE REMAINING ENTRIES IN THE STATUS TABLE TO OBTAIN SURVIVORS
C   SUM THE SURVIVORS AND THE NON-PARTICIPANTS
C   FORCS2(1)=FORCS2(1)+NOTIN(1)
C   FORCS2(2)=FORCS2(2)+NOTIN(2)
C   COMPUTE THE NON-PARTICIPANTS
C   NOTIN(1)=FORCS2(1)-(1.0-PROJECT(TYP2X,1))
C   NOTIN(2)=FORCS2(2)-(1.0-PROJECT(TYP2X,2))
C   SUBTRACT OFF THE NON PARTICIPANTS
C   FORCS2(1)=FORCS2(1)-NOTIN(1)
C   FORCS2(2)=FORCS2(2)-NOTIN(2)
C   IF ( FORCS2(1)+FORCS2(2) .LE. 0 ) RETURN 1
C   SET UP POINTER TO SIDE WITH MORE WEAPONS ( OR SIDE 1 IF
C   BOTH SIDES HAVE AN EQUAL NUMBER OF WEAPONS )
C   BIGGER=1
C   IF ( FORCS2(1) .LT.
C   &   FORCS2(2) ) BIGGER=2
C   &   SMALLER=3-BIGGER
C   C   NOODS WILL CONTAIN THE NUMBER OF ODDS CLASSES ( 1 OR 2 )
C   NOODS=1
C   C   PLACE THE NUMBER OF CONFLICTS INTO COUNT
C   COUNT=MIN( FORCS2(1),
C   &   FORCS2(2) )
C   C   PLACE THE LOWER ODDS INTO ODDS(1)
C   ODDS(1)=FORCS2(BIGGER)/
C   &   FORCS2(SMALLER)
C   ODDS(2)=0
C   C   FIND THE REMAINDER
C   ITEMP=MOD( FORCS2(BIGGER),
C   &   FORCS2(SMALLER) )
C   IF ( ITEMP .GT. 0 ) THEN
C   NOODS=
C   ODDS(2)=ODDS(1)+1
C   C   CHECK FOR OUT OF BOUNDS ODDS
C   IF ( ODDS(NOODS) .GT. IOODS ) THEN
C   &   WRITE(4,1050) NOODS,ODDS(NOODS),TYP2(1),TYP2(2)
C   1050   &   FORMAT(10(1H),5X,'CNFLC1- ODDS OUT OF BOUNDS',
C   &   5X,4(10,2X),5X,10(1H))
C   &   ENDDIF
C   C   STORE THE NUMBER OF CONFLICTS AT LOWER ODDS
C   CNFLO(1,RANGEX,ENVIRX)=COUNT-ITEMP
C   C   STORE THE NUMBER OF CONFLICTS AT HIGHER ODDS
C   CNFLO(2,RANGEX,ENVIRX)=ITEMP
C   ITEMP1=CNFLO(1,RANGEX,ENVIRX)
C   IF ( NOODS .GT. 1 ) ITEMP1=ITEMP1
C   &   CNFLO(2,RANGEX,ENVIRX)
C   CC *****
C   CC   WRITE(6,91000) RANGEX,CNFX,(FORCS1(1),FORCS2(1),NOTIN(1)
C   CC   &   ODDS(1),CNFLO(1,RANGEX,ENVIRX),I=1,2)
C   CC   &   SMALLER,BIGGER,NOTPAR(1,ENVIRX,RANGEX)
C   CC   &   NOTPAR(2,ENVIRX,RANGEX)
C   CC   91000   FORMAT(1X,2,CNFLC1,4X,RANGEX,CNFX,2(12,1X),/2(1X) FORCS1"
C   CC   &   FORCS2,NOTIN,ODDS,CNFLO,5(18,2X),/3(1X) SMALLER=
C   CC   &   I1,1X,BIGGER=,I1,1X,NOTPAR=,2(16,1X))
C   CC *****
C   C   TO RECORD THE HIGHEST ODDS ENCOUNTERED
C   IF ( ODDS(NOODS) .GT. MAXODS ) MAXODS=ODDS(NOODS)
C   ELSE
C   C   FIRST CONFLICT IN CHAIN
C   NOTIN(1)=NOTPAR(1,ENVIRX,RANGEX)
C   NOTIN(2)=NOTPAR(2,ENVIRX,RANGEX)
C   C   RESTORE PREVIOUSLY SAVED CONDITIONS
C   SMALLER=SAVIT(1)
C   BIGGER=SAVIT(2)
C   ODDS(1)=SAVIT(3)
C   ODDS(2)=SAVIT(4)
C   C   SET THE NUMBER OF ODDS CLASSES
C   NOODS=2
C   IF ( CNFLO(2,RANGEX,ENVIRX) .EQ. 0 ) NOODS=1
C   FORCS2(SMALLER)=CNFLO(1,RANGEX,ENVIRX)
C   IF ( NOODS .GT. 1 ) FORCS2(SMALLER)=FORCS2(SMALLER)+
C   &   CNFLO(2,RANGEX,ENVIRX)
C   FORCS2(BIGGER)=CNFLO(1,RANGEX,ENVIRX)+ODDS(1)
C   IF ( NOODS .GT. 1 ) FORCS2(BIGGER)=FORCS2(BIGGER)+
C   &   CNFLO(2,RANGEX,ENVIRX)+ODDS(2)
C   CC *****
C   CC   WRITE(6,90000) RANGEX,CNFX,(FORCS1(1),FORCS2(1),NOTIN(1)
C   CC   &   ODDS(1),CNFLO(1,RANGEX,ENVIRX),I=1,2)
C   CC   &   SMALLER,BIGGER,NOTPAR(1,ENVIRX,RANGEX)
C   CC   &   NOTPAR(2,ENVIRX,RANGEX)
C   CC   90000   FORMAT(1X,2,CNFLC1,4X,RANGEX,CNFX,2(12,1X),/2(1X) FORCS1"
C   CC   &   FORCS2,NOTIN,ODDS,CNFLO,5(18,2X),/3(1X) SMALLER=
C   CC   &   I1,1X,BIGGER=,I1,1X,NOTPAR=,2(16,1X))
C   CC *****
C   C   SAVE THE NUMBER OF WEAPONS AT THE START OF THE DAY
C   DAYST(1)=FORCS2(1)
C   DAYST(2)=FORCS2(2)
C   IF ( FORCS2(1)+FORCS2(2) .LE. 0 ) RETURN 1
C   ENDDIF
C   NUMWPN(TYP2X,1)=NUMWPN(TYP2X,1)+
C   &   FORCS2(1)+PROJECT(TYP2X,1)
C   NUMWPN(TYP2X,2)=NUMWPN(TYP2X,2)+
C   &   FORCS2(2)+PROJECT(TYP2X,2)
C   DO 2000 I=1,NOODS
C   &   DUELS(ENVIRX,RANGEX,CNFX,2-(I-1)+1)=ODDS(I)
C   2000   &   DUELS(ENVIRX,RANGEX,CNFX,2-I)=CNFLO(I,RANGEX,ENVIRX)
C   CONTINUE
C   DUELS(ENVIRX,RANGEX,CNFX,5)=BIGGER
C   C   REDUCE ODDS TO MAX ALLOWED IF NECESSARY
C   DO 3000 ODDSX=1,NOODS
C   &   ODDS(ODDSX)=MIN(IOODS,ODDS(ODDSX))
C   3000   CONTINUE
C   RETURN
C   END

```

Figure D-19. Source Listing of the CNFLC1 Subroutine of the Main Program of the AFP Combat Module

b. Updates the direct firer assignment counts. For each combination of side 1 and side 2 types, this is a cumulative tally of the number of weapons participating in conflicts; note that a weapon killed in its third conflict is counted three times.

c. Computes the odds and the number of duels at each odds.

(4) CNFTMS

(a) Purpose. To provide a time to fire to every weapon initially, and to provide a time to fire to every surviving weapon that has fired in the previous shot cycle. Figure D-20 is a source listing of subroutine CNFTMS.

(b) When Called. During every shot cycle, from MAIN.

(c) Subtasks

1. Computes an inflated detection size for multiple weapons.

2. Sets a flag to prevent generating a firing time for shooters with a zero PK.

3. Sets a flag to prevent generating a firing time for shooters who cannot fire at the given range.

4. For direct fire weapons that have not fired previously in this conflict and have targets in range, uses a detection routine to compute a time to fire; if nondetection occurs, sets a flag. The detect routine is called in subsequent shot cycles for a flagged weapon until detection occurs, the weapon is killed, or the conflict ends.

5. For indirect fire weapons or for direct fire weapons that have just fired (and therefore have adequate range and have detected previously), a log normal distribution is used to generate times to fire. The mean of this distribution is given as input, and the standard deviation is assumed to be half the mean.

6. For direct fire duels where no detections occurred previously, when weapons on both sides achieve a first detection in the same shot cycle, the physically smaller weapon gets to fire first.

```

1      SUBROUTINE CNFTMS(ENVIRX,RANGEX,CNFX,STAGEX)
2      C
3      C ***** DENOTES CODE TO FORCE NUMERICALLY SMALLER FORCE TO
4      C TO FIRE FIRST
5      C
6      C
7      C
8      C
9      C
10     C
11     C
12     C
13     C
14     C
15     C
16     C
17     C
18     C
19     C
20     C
21     C
22     C
23     C
24     C
25     C
26     C
27     C
28     C
29     C
30     C
31     C
32     C
33     C
34     C
35     C
36     C
37     C
38     C
39     C
40     C
41     C
42     C
43     C
44     C
45     C
46     C
47     C
48     C
49     C
50     C
51     C
52     C
53     C
54     C
55     C
56     C
57     C
58     C
59     C
60     C
61     C
62     C
63     C
64     C
65     C
66     C
67     C
68     C
69     C
70     C
71     C
72     C
73     C
74     C
75     C
76     C
77     C
78     C
79     C
80     C
81     C

```

SUBROUTINE CNFTMS(ENVIRX,RANGEX,CNFX,STAGEX)
 ***** DENOTES CODE TO FORCE NUMERICALLY SMALLER FORCE TO
 TO FIRE FIRST

 INCLUDE PARM
 INCLUDE BK1
 INCLUDE BK2
 INCLUDE BK5
 INCLUDE BK6
 INCLUDE BK11
 INCLUDE BK17
 INCLUDE BK18
 INCLUDE BK22

 DIMENSION OUTPUT(2), BAND(IRANGE)
 INTEGER STAGEX,RANGEX,ENVIRX,CONFLX,POINT1,CNFX
 REAL MEAN,LIGHT1,SIZE1,MEAN1,SIGMA1
 LOGICAL SIGNAL,IFOUT,ISEXT
 DATA NUM/1/
 RANGE BANDS (IN KILOMETERS):
 DATA BAND /.250, .500, 1.000, 1.500, 2.000, 2.500/
 CONTINUE
 MODE=1
 NNRP=INSEED
 C TO COMPUTE THE INITIAL/REFIRE TIMES
 DO 2500 CONFLX=1,CNFLT
 C LOOP THROUGH THE STATUS TABLE ENTRIES
 C SKIP IF COMBAT HAS CEASED FOR THIS DUEL
 IF (STATUS(CONFLX,1) .LT. -SMALL2) GOTO 2500
 POINT1=IFIX(STATUS(CONFLX,2))
 C LOOP THROUGH WEAPONS IN THE CONFLICT
 DO 2000 I=0,POINT1
 IF (I.EQ. 0) THEN
 J=SMALER
 K=TYPS(SMALER)
 NTGTS = POINT1
 ELSE IF (I.EQ. 1) THEN
 J=BIGGER
 K=TYPS(BIGGER)
 NTGTS = 1
 ENDIF
 AT THIS POINT,
 J = THE SHOOTING SIDE
 K = THE SHOOTING WEAPON TYPE
 NTGTS = THE NUMBER OF TARGETS
 IS THE SHOOTER INDIRECT FIRE ?
 ISEXT = (TYPS(J) .GT. NTGTS(J)-NOEXT(J))
 C SKIP IF THE ENTRY IS ALREADY ELIMINATED
 IF (STATUS(CONFLX,3+I) .LT. -SMALL2)
 & GOTO 2000
 C IF PK IS ZERO, TREAT AS IF OUT OF RANGE
 IF (.NOT. ISEXT .AND.
 & (PKS(J, TYPS(2), 4, RANGEX) .LT. SMALL1))
 & THEN
 STATUS(CONFLX,3+I)=RMAXT
 CC *****
 CC WRITE(6,91800) RANGEX,STAGEX,PKS(J, TYPS(3-J), 4, RANGEX),ISEXT
 CC & ,STATUS(CONFLX,3+I)
 CC 91800 FORMAT(1X,'CNFTMS',1,'RANGEX',I2,1X,'STAGEX=',I2,1X
 CC & ,PKS=',F8.6,1X,'ISEXT=',L5,1X,'STATUS=',F15.5)
 CC *****
 GOTO 2000
 ENDIF
 C CHECK FOR FIRST STAGE OR PREVIOUS NON-DETECTION
 SIGNAL=STATUS(CONFLX,3+I) .GT. RMAXT/4.1
 SIGNAL=SIGNAL .AND.
 & (STATUS(CONFLX,3+I) .LT. RMAXT/1.2)
 SIGNAL=SIGNAL .OR. (STAGEX .EQ. 1)
 IF (SIGNAL) THEN
 IFOUT=(RANGEX.GT.LIMITS(J,K,2)) .OR.
 & (RANGEX.LT.LIMITS(J,K,1))
 IFOUT = IFOUT .AND. (.NOT. ISEXT)
 IF (IFOUT) THEN
 C OUT OF RANGE

Figure D-20. Source Listing of the CNFTMS Subroutine of the Main Program of the AFP Combat Module
(page 1 of 3 pages)

```

82      STATUS(CONFLX,3+I)=RMAXT
83      ELSE
84      CC *****
85      CC      WRITE(6,91900) RANGEX,STAGEX,IFOUT,STATUS(CONFLX,3+I)
86      CC      &      ,SIGNAL
87      CC91900      &      ,CNFTMS 2',1X,'RANGEX= ',12,1X,'STAGEX= ',12
88      CC      &      ,IFOUT= ',L5,1X,'STATUS= ',F15.5
89      CC      &      ,1X,'SIGNAL= ',L5)
90      CC *****
91      C      CHECK TO SEE IF DETECTION SHOULD BE SKIPPED SINCE THE
92      C      WEAPON IN QUESTION IS EXTERNAL
93      C      IF (.NOT. ISEXT) THEN
94      C          FORCE DETECTION IF FIRED AT OFTEN ENOUGH
95      C          IF (CSHOTS(3-J,CONFLX) .GT. NS2DCT(3-J,TYPS(3-J))) THEN
96      C              STATUS(CONFLX,3+I) = 0.01
97      C              GOTO 2000
98      C          ENDIF
99      C      DON'T ATTEMPT DETECTION IF IT WOULD BE FRUITLESS
100      C      IF (STATUS(CONFLX,3+I) .EQ. RMAXT/4.0) GOTO 2000
101      C      L1 POINTS TO SENSOR USED BY SHOOTER, L2 TO THE SIGNATURE TYPE
102      C      FOR THAT SENSOR
103      C          L1=SENSOR(J,K,ENVIRX,1)
104      C          L2=SENSOR(J,K,ENVIRX,2)
105      C          SIZE1 = SIZE(3-J, TYPS(3-J), ENVIRX)
106      C          TBAR = RMAXT/2.0 & SIGNIFIES NO DETECTION
107      C          DO 3000 IDTCT = 1,MIN(NDTCTN,NTGTS)
108      C              RANDOM=FMSLU(INSEED)
109      C              RTM=BAND(RANGEX)
110      C      C !!!! OPTICS DESTROYS LIGHT1 EACH CALL !!!!
111      C          LIGHT1=LIGHT(ENVIRX)
112      C          CALL DETECT(RANDOM,L1,RTM
113      C              &          ,SIZE1
114      C              &          ,CNTRST(3-J,TYPS(3-J),ENVIRX,L2)
115      C              &          ,ATTN(L1,ENVIRX),MAG(L1)
116      C              &          ,BRIGHT(ENVIRX),LIGHT1,MODE
117      C              &          ,T,RC,NNRP,IDETCT)
118      C          IF (RC .LT. RCDET(J,K)) THEN
119      C              CAN'T EVER DETECT (UNLESS SHOT AT ENOUGH)
120      C              TBAR = RMAXT/4.0
121      C              GOTO 3099
122      C          ENDIF
123      C          IF (IDETCT .EQ. 1) THEN
124      C              SUCCESSFUL DETECTION
125      C              CONVERT TIME TO DETECT TO MINUTES
126      C              T=T/60.
127      C              TBAR = MIN(TBAR,T)
128      C          ENDIF
129      C      3000      CONTINUE
130      C      3099      CONTINUE
131      C      UPDATE THE DETECT TRIES COUNT
132      C          TMS(J,ENVIRX,RANGEX,CNFX,1) =
133      C          &          TMS(J,ENVIRX,RANGEX,CNFX,1) + 1.0
134      C          IF (TBAR .LT. RMAXT/4.1) THEN
135      C              UPDATE THE DETECTION SUCCESS COUNT
136      C              TMS(J,ENVIRX,RANGEX,CNFX,2)=
137      C              &          TMS(J,ENVIRX,RANGEX,CNFX,2)+1.0
138      C          C      INDICATE THE TIME IS DUE TO DETECT
139      C          TMS(J,ENVIRX,RANGEX,CNFX,3) = T +
140      C          &          TMS(J,ENVIRX,RANGEX,CNFX,3)
141      C          ENDIF
142      C          STATUS(CONFLX,3+I) = TBAR
143      CC *****
144      CC      WRITE(6,92000) RANGEX,STAGEX,L1,L2,RANDOM,RTM,LIGHT1
145      CC      &          ,SIZE1
146      CC      &          ,TBAR,STATUS(CONFLX,3+I),SIGNAL,ISEXT
147      CC92000      &          ,CNFTMS 3',1X,'RANGEX= ',12,1X,'STAGEX= ',12
148      CC      &          ,L1,L2,RANDOM,RTM,LIGHT1,SIZE1= ',2I5
149      CC      &          ,1X,F10.3,/,1X,'TBAR= ',F10.3,1X,'STATUS= ',F15.3
150      CC      &          ,1X,'SIGNAL,ISEXT= ',2L5)
151      CC *****
152      ELSE
153      C      USE REFIRE TIME FOR INDIRECT WEAPONS
154      C          MEAN1=REFIRE(J,K,TYPS(3-J),ENVIRX)
155      C          SIGMA1=MEAN1/2.0
156      C          MEAN=ALOG(.8*MEAN1*MEAN1)/2.0
157      C      USE 0.4723807 SINCE THAT IS THE SQRT(LN(1.25))
158      C          SIGMA=0.4723807
159      C          CALL GGNLG(DSEED,NUM,MEAN,SIGMA,OUTPUT)
160      C          STATUS(CONFLX,3+I)=OUTPUT(1)
161      C      UPDATE THE REFIRE TIME COUNT
162      C          TMS(J,ENVIRX,RANGEX,CNFX,4) =
163      C          &          TMS(J,ENVIRX,RANGEX,CNFX,4) + 1.0

```

Figure D-20. Source Listing of the CNFTMS Subroutine of the Main Program of the AFP Combat Module
(page 2 of 3 pages)

```

164 C INDICATE THE TIME IS DUE TO REFIRE
165 TMS(J,ENVIRX,RANGEX,CNFX,5) = STATUS(CONFLX,3+1) +
166 & TMS(J,ENVIRX,RANGEX,CNFX,5)
167 CC *****
168 CC WRITE(6,93000) RANGEX,STAGEX,STATUS(CONFLX,3+1)
169 CC93000 FORMAT(1X,'CNFTMS 4',1X,'RANGE=',12,1X,'STAGE=',12,1X
170 CC & ',STATUS=',15.5)
171 CC *****
172 C ENDIF FOR DIRECT/INDIRECT WEAPON
173 ENDIF
174 C ENDIF FOR IN RANGE OR INDIRECT/OUT OF RANGE IF
175 ENDIF
176 C ELSE FOR " IF ( SIGNAL ) "
177 ELSE
178 C GENERATE REFIRE TIMES IF IN RANGE AND FIRED LAST ROUND
179 IF ( STATUS(CONFLX,3+1) .GT. RMAXT/1.2 )
180 & GOTO 2000
181 C USE THE REFIRE TIMES
182 IF ( STATUS(CONFLX,3+1) .LT. SMALL1 ) THEN
183 C ENTRY HAD FIRED IN THE LAST ROUND, RECOMPUTE REFIRE TIMES
184 MEAN1=REFIRE(J,K,TYPS(3-J),ENVIRX)
185 SIGMA1=MEAN1/2.0
186 MEAN=ALOG(.8*MEAN1*MEAN1)/2.0
187 C USE 0.4723807 SINCE THAT IS THE SQRT(LN(1.25))
188 SIGMA=0.4723807
189 CALL GGNLG(DSEED,NUM,MEAN,SIGMA,OUTPUT)
190 STATUS(CONFLX,3+1)=OUTPUT(1)
191 C UPDATE THE REFIRE COUNT
192 TMS(J,ENVIRX,RANGEX,CNFX,4) =
193 & TMS(J,ENVIRX,RANGEX,CNFX,4) + 1.0
194 C INDICATE THE TIME IS DUE TO REFIRE
195 TMS(J,ENVIRX,RANGEX,CNFX,5) = STATUS(CONFLX,3+1) +
196 & TMS(J,ENVIRX,RANGEX,CNFX,5)
197 ENDIF
198 C END OF IF ON SIGNAL
199 ENDIF
200 CONTINUE
201 C END OF CONFLX LOOP TO PROVIDE TIMES
202 2500 CONTINUE
203 CC *****
204 CC IF ( CNFLCT .GT. 0 ) THEN
205 CC WRITE(6,90000) RANGEX,STAGEX,CNFLCT
206 CC & REFIRE(1,TYPS(1),TYPS(2),ENVIRX),REFIRE(2,TYPS(2),TYPS(1)
207 CC & ,ENVIRX),((STATUS(10,JO),JO=1,20),IO=1,CNFLCT)
208 CC90000 FORMAT(1X,'CNFTMS 5',1X,'RANGEX=',12,1X,'STAGEX=',12,1X
209 CC & ',CNFLCT=',13,1X,'REFIRE=',2(F8.4,2X)
210 CC & ',STATUS=',500(/,'*',10(F10.4,2X),/,4X,10(F10.4,2X),/) )
211 CC ENDIF
212 CC *****
213 RETURN
214 END

```

Figure D-20. Source Listing of the CNFTMS Subroutine of the Main Program of the AFP Combat Module
(page 3 of 3 pages)

(5) DETECT

(a) Purpose. When called, to return whether a weapon has detected a target and, if so, the elapsed time increment. Figure D-21 is a source listing of subroutine DETECT.

(b) Source. DETECT is an implementation of logic developed at the Night Vision Laboratory.

(c) When Called. During every shot cycle for surviving weapons that have not previously detected a target or otherwise begun to fire.

Note: As implemented here, detection is deterministic but dependent on the routine's call arguments. Only elapsed time is a stochastic variable.

(6) DIRIO

(a) Purpose. To initialize/read in the cumulative kills and cumulative direct fire assignments, and to read in the relevant data from the projection file (participation rates, conflict durations, number of conflicts/day, number of sites at which simultaneous identical conflicts occur). Figure D-22 is a source listing of subroutine DIRIO.

(b) When Called. Every time a conflict is being processed which includes a side 1 type that has not been processed earlier.

(7) DIRKLS

(a) Purpose. To compute the direct fire kills in each conflict. Figure D-23 is a source listing of subroutine DIRKLS.

(b) When Called. Called once during each shot cycle, by MAIN.

(c) Process. DIRKLS examines every duel in each shot cycle. In each duel, the weapon(s) with the shortest time to fire (if any are eligible to fire) is made to fire, and the kill(s) are assessed. Note that all duels are processed simultaneously in every call to this routine. Duels whose expended time exceeds the conflict's duration are prevented from firing again. The conflict ends when the estimated number of shot cycles is processed.

(d) Subtasks

1. Locates the shortest time to fire among eligible shooters in each duel, and subtracts this time from every eligible shooter's time to fire.

2. Updates the duel's elapsed time counter, and sets flag to indicate that no further firing should occur in the duel if the elapsed time exceeds the conflict's maximum permitted duration (an input).

```

1      SUBROUTINE DETECT (RN,LSCC,RTM,CD,ACON,ATTN,AMAG,SOG,AL,MODE,TBAR,
2      + RC,NNRP,IDETCT)
3      C***** CALLED BY -TGTAQ-
4      C***** INPUTS VARIABLES FOR NVL SENSOR LOGIC
5      C*****
6      C      LSCC = SENSOR DEVICE
7      C      RTM = RANGE TO TARGET IN KM
8      C      CD = TARGET MINIMUM DIMENSION IN METERS
9      C      AL = LIGHT LEVEL IN FT CDLS
10     C      ACON = OPTICAL IS CONTRAST, THERMO IS TEMPERATURE DIFFERENCE
11     C      ATTN = EXTINCTION COEFFICIENT ARRAY
12     C      AMAG = MAGNIFICATION ARRAY
13     C      FOV = FIELD OF VIEW ARRAY
14     C      SOG = SKY OVER GROUND BRIGHTNESS RATIO
15     C*****
16     C      TBAR = TIME TO ACHIEVE DETECTION
17     C      RC = RESOLVABLE CYCLES
18     C      IDETCT = 1 ON SUCCESSFUL DETECTION, 0 OTHERWISE
19     C
20     C      DOUBLE PRECISION E1
21     C
22     C      CHECK SENSOR DEVICE
23     C      1 = OPTICAL - EYES
24     C      2 = OPTICAL - BINOCULARS
25     C      3 = IMAGE INTENSIFIER - STARLIGHT
26     C      4 = - RED SIGHT
27     C      5 = - CREW SIGHT
28     C      6 = THERMO
29     C      7 = THERMO
30     C      8 = THERMO
31     C      9 = THERMO - AIRBORNE FLIR
32     C      10 = OPTICAL - TV
33     C      11 = THERMO - NIGHT
34     C      12 = OPTICAL - TV
35     C      13 = RADAR
36     C      14 = THERMO
37     C      15 = OPTICAL
38     C      16 = OPTICAL
39     C*****
40     C      CONTINUE
41     C      IDETCT = 0
42     C      RC=0.0
43     C      S=0.0
44     C      TBAR=0.
45     C      PINF=0.0
46     C      AL1=AL
47     C
48     C      IF (AMAG.LE.0.) AMAG=1.0
49     C
50     C      IF (ATTN.LE.0.0) GO TO 190
51     C
52     C      OPTICAL VISIBLE BANDS (1,2,10,12,15,16,19-50)
53     C
54     C      IMAGE INTENSIFIERS (3,4,5)
55     C
56     C      THERMO DEVICES (6,7,8,9,11,14,17,18)
57     C
58     C      IF (LSCC.LE.0.OR.LSCC.GT.50) GO TO 190
59     C
60     C      GO TO (100,100,110,110,110,120,120,120,120,100,120,100,130,120,100
61     +,100,120,100,100,100,100,100,100,100,100,100,100,100,100,100,100
62     +,100,100,100,100,100,100,100,100,100,100,100,100,100,100,100),LSCC
63     C
64     C      -
65     C      100 CALL OPTICS (RC,ACON,ATTN,RTM,LSCC,SOG,AL1,MODE,AMAG)
66     C      GO TO 140
67     C      -
68     C      110 CALL IMAGES (RC,ACON,ATTN,RTM,LSCC,SOG,AL1)
69     C      GO TO 140
70     C      -
71     C      120 CALL THERMO (RC,ACON,ATTN,RTM,LSCC,MODE)
72     C      GO TO 140
73     C      -
74     C      130 CONTINUE
75     C      RC=0.
76     C      IF(FIMSLU(NNRP) .LT. .80) THEN
77     C      RC = 1.0
78     C      IDETCT = 1
79     C      ENDIF
80     C
81     C      TBAR = 3.0 + FIMSLU(NNRP) * 12.0

```

Figure D-21. Source Listing of the DETECT Subroutine of the Main Program of the AFP Combat Module
(page 1 of 2 pages)

```

082      IF(RC .LE. 0.) PRINT 333
083      FORMAT(55X, 'RADAR LESS THAN 80%')
084      C
085      GO TO 190
086      C
087      140 CONTINUE - CONVERSION FROM ... TO RESOLVABLE
088      IF(RC .LE. 0.) GO TO 190
089      C
090      S=CD/RTM - CRITICAL DIMENSION/RANGE PER THOUSAND METERS
091      C
092      RC=RC*S - RESOLVABLE CYCLES ACROSS TARGET
093      C
094      IF (RC.LT.0.10) GO TO 190 - IF LESS THAN A TENTH OF A CYCLE - FORGET IT
095      C
096      AA=1.0 - FIND PROBABILITIES OF DETECTION AND DESIRED LEVEL OF
097      RC1 = RC / AA
098      C
099      C
100      IF ( RC1 .LE. 4) GO TO 150
101      C
102      PINF = 1.0
103      GO TO 160
104      C
105      PINF = (RC1)**E / ( 1 + (RC1)**E )
106      C
107      150 E1 = 2.7 + 0.7 * RC1
108      C
109      EX= RC1 ** E1
110      C
111      PINF = EX / (1 + EX)
112      C
113      160 CONTINUE
114      C
115      IF (RN.GE.PINF) GO TO 190 - TGT NOT DETECTED
116      C
117      TBAR = (-3.6 / PINF) * LOG(1.0 - RN/PINF)
118      C
119      IF (TBAR .LT. 30) IDETCT = 1
120      C
121      190 CONTINUE
122      RETURN
123      END
124
125
126

```

Figure D-21. Source Listing of the DETECT Subroutine of the Main Program of the AFP Combat Module
(page 2 of 2 pages)

```

1      SUBROUTINE DIRIO(TYPS1X,REPSX,DAYSX)
2
3      C
4      INCLUDE PARM
5      INCLUDE BK1
6      INCLUDE BK10
7      INCLUDE BK13
8      INCLUDE BK16
9      INCLUDE BK21
10
11      C
12      INTEGER TYPS1X,REPSX,DAYSX,SIDEX
13      C
14      2 CONTINUE
15      IOPTR3=(REPSX-1)*N31+TYPS1X
16      IOPTR3=IOPTR3+PREF4*IREPS*ITYPS1
17      IOPTR4=(REPSX-1)*N41+TYPS1X
18      IOPTR4=IOPTR4+PREF2*IREPS*ITYPS1
19      IOPTR6=TYPS1X
20      IOPTR6=IOPTR6+PREF3*ITYPS1
21      C TO REINITIALIZE AT THE BEGINNING OF EACH DAY ONLY
22      IF ( DAYSX .EQ. 1 ) THEN
23      C INITIALIZE CKILLS
24      DO 1025 SIDEX=1,2
25      DO 1025 I=1,NTYPS(2)
26      NUMWPN(I,SIDEX)=0
27      DO 1025 J=1,7
28      CKILLS(SIDEX,I,J)=0
29      1025 CONTINUE
30      ELSE
31      C READ IN THE CUMULATIVE KILLS TO DATE
32      READ(IU3,IOPTR3,1030,ERR=1035)
33      ((CKILLS(I,J,K),K=1,7),J=1,NTYPS(2)),I=1,2)
34      1030 8 FORMAT(500(500I6))
35      GOTO 1040
36      1035 WRITE(6,1037)
37      1037 8 FORMAT(1X,30(1H*),5X,'CKILLS READ ERROR',5X,
38      30(1H*))
39      STOP
40      1040 CONTINUE
41      READ(IU4,IOPTR4,1030,ERR=1045)
42      ((NUMWPN(I,J),J=1,2),I=1,NTYPS(2))
43      1045 8 GOTO 1047
44      1045 WRITE(6,1046)
45      1046 FORMAT(1X,30(1H*),5X,'NUMWPN READ ERROR',5X,30(1H*))
46      STOP
47      1047 CONTINUE
48      ENDIF
49      C READ IN THE DATA USED TO PROJECT LOSSES
50      READ(IU6,IOPTR6,1048,ERR=1043) ((PROJECT(I,J),J=1,5),
51      I=1,NTYPS(2))
52      1048 8 FORMAT(500(500F6.2))
53      GOTO 1049
54      1043 WRITE(6,1044)
55      1044 FORMAT(1X,30(1H*),5X,'PROJECT READ ERROR',5X,30(1H*))
56      STOP
57      1049 CONTINUE
58      RETURN
59      END

```

Figure D-22. Source Listing of the DIRIO Subroutine of the Main Program of the AFP Combat Module

```

1      SUBROUTINE DIRKLS(TYPS2X,ENVIRX,RANGEX,CNFX,STAGEX)
2
3      C
4      INCLUDE PARM
5      INCLUDE BK1
6      INCLUDE BK2
7      INCLUDE BK6
8      INCLUDE BK9
9      INCLUDE BK10
10     INCLUDE BK11
11     INCLUDE BK15
12     INCLUDE BK17
13     INCLUDE BK16
14     INCLUDE BK18
15     INCLUDE BK19
16     INCLUDE BK21
17     INCLUDE BK23
18     INCLUDE BK24
19     INCLUDE BK25
20     INCLUDE BK27
21
22     C
23     DIMENSION DONE(3),KILLS(IODDS+1),DURATN(ICONFL)
24
25     C
26     LOGICAL DONE,SIGNAL,DWPN,COND1,COND2
27
28     C
29     INTEGER RANGEX,TYPS2X,POINT1,CONFLX,SIDE,OTHER,PEXT,CNFX,STAGEX,
30     & ENVIRX
31
32     C
33     CONTINUE
34
35     CC *****
36     CD IF ( CNFLCT .GT. 0 ) THEN
37     CD WRITE(6,90000) TYPS2X,RANGEX,CNFX,CNFLCT
38     CD & ((STATUS(IQ,JO),JO=1,20),IO=1,CNFLCT)
39     CD 90000 FORMAT(1X,'DIRKLS 1 TYPS2X,RANGEX,CNFX,CNFLCT=',4(I3,2X)
40     CD & ,STATUS=,500(/,*,10(F10.4,2X),/,4X,10(F10.4,2X),/))
41     CD ENDIF
42     CC *****
43     C INITIALIZE THE DUEL DURATION TABLE
44     IF ( STAGEX .EQ. 1 ) THEN
45     DO 2000 CONFLX=1,CNFLCT
46     DURATN(CONFLX)=0.0
47     CONTINUE
48     ENDIF
49
50     C LOOP TO COMPUTE KILLS DUE TO DIRECT FIRE
51     DO 5000 CONFLX=1,CNFLCT
52     C SKIP IF EXTERNAL SHOOTERS ELIMINATED THE DUEL
53     IF ( STATUS(CONFLX,1) .LT. 0.0 ) GOTO 5000
54     POINT1=IFIX(STATUS(CONFLX,2))
55     C CHECK THAT NEITHER SIDE IN DUEL IS DEPLETED
56     COND1=STATUS(CONFLX,3) .GT. -SMALL2
57     DO 2100 J=1,POINT1
58     COND2=COND1 .AND.
59     & ( STATUS(CONFLX,3+J) .GT. -SMALL2 )
60     IF ( COND2 ) GOTO 2200
61     2100 CONTINUE
62     STATUS(CONFLX,1)=-1.0
63     GOTO 5000
64     2200 CONTINUE
65     ITEMP=-1
66     TEMP=RMAXT/16.0
67     C SEARCH FOR THE SHORTEST TIME TO FIRE
68     DO 2700 I=0,POINT1
69     IF ( ( STATUS(CONFLX,3+I) .LT. TEMP ) .AND.
70     & ( STATUS(CONFLX,3+I) .GE. 0.0 ) ) THEN
71     C FOUND A NEW CANDIDATE
72     ITEMP=I
73     TEMP=STATUS(CONFLX,3+I)
74     ENDIF
75     2700 CONTINUE
76     C CHECK FOR NO SHOOTERS IN RANGE
77     IF ( ITEMP .EQ. -1 ) THEN
78     GOTO 5000
79     ENDIF
80     C SUBTRACT OFF THE SHORTEST TIME TO FIRE
81     DO 2800 I=0,POINT1
82     IF ( ( STATUS(CONFLX,3+I) .LT. RMAXT/16.0 ) .AND.
83     & ( STATUS(CONFLX,3+I) .GT. 0.0 ) ) THEN
84     C SUBTRACT OFF THE TIME THE NEXT FIRING OCCURS AT
85     STATUS(CONFLX,3+I)=STATUS(CONFLX,3+I)-TEMP
86     C SET ENTRIES CLOSE TO 0.0 TO 0.0
87     IF ( ABS(STATUS(CONFLX,3+I)) .LT. SMALL1 )
88     STATUS(CONFLX,3+I)=0.0

```

Figure D-23. Source Listing of the DIRKLS Subroutine of the Main Program of the AFP Combat Module
(page 1 of 4 pages)


```

83      ENDIF
84      2800      CONTINUE
85      C      UPDATE THE DUEL'S DURATION
86      DURATION(CONFLX)=DURATN(CONFLX)+TEMP
87      IF ( DURATN(CONFLX) .GT. PROJECT(TYPS2X,3) ) THEN
88      C      TIME IN DUAL AT MAX, SET UP TO DENY FURTHER COMBAT
89      STATUS(CONFLX,1)=-1.0
90      C      GO TO THE NEXT DUEL
91      GOTO 5000
92      ENDIF
93      ITEM=0
94      DONE(1)=.FALSE.
95      DO 2850 I=0,POINT1
96      C      INDICATE WHICH SIDE SHOTS FIRST/BOTH
97      IF ( ABS(STATUS(CONFLX,3+I)) .LT. SMALL1 ) THEN
98      IF ( I.EQ. 0 ) THEN
99      ITEM=SMALER
100      ELSE
101      IF ( .NOT. DONE(1) ) ITEM=ITEM+BIGGER
102      DONE(1)=.TRUE.
103      ENDIF
104      ENDIF
105      2850      CONTINUE
106      C      1 IF SIDE 1 SHOTS FIRST, 2 IF SIDE 2, 3 IF BOTH
107      STATUS(CONFLX,1)=ITEM+.01
108      C      DETERMINE THE KILLS
109      SIGNAL=.TRUE.
110      DO 3000 J=0,POINT1
111      KILLS(J+1)=0
112      IF ( ABS(STATUS(CONFLX,3+J)) .LT. SMALL1 ) THEN
113      C      WE HAVE A SHOOTER
114      C      RECORD THE SHOTS
115      ITEM1=BIGGER
116      IF ( J.EQ. 0 ) ITEM1=SMALER
117      SHOTS(ITEM1,ENVIRX,RANGEX)=
118      &      SHOTS(ITEM1,ENVIRX,RANGEX)
119      &      + PROJECT(TYPS2X,4) + SMALL2
120      CSHOTS(ITEM1,CONFLX)=
121      &      CSHOTS(ITEM1,CONFLX)
122      &      + PROJECT(TYPS2X,4) + SMALL2
123      C      OMIT REPETITIVE PROCESSING
124      IF ( SIGNAL ) THEN
125      IF ( J.GE. 1 ) SIGNAL=.FALSE.
126      IF ( J.EQ. 0 ) THEN
127      SIDE=SMALER
128      ELSE
129      SIDE=BIGGER
130      ENDIF
131      OTHER=3-SIDE
132      C      CHECKING FOR DIRECT FIRE SHOOTER
133      DWPN=TYPS(SIDE).LE.(NTYPS(SIDE)-NOEXT(SIDE))
134      IF ( DWPN ) THEN
135      DO 2875 I=1,IPKS
136      C      LOOP THROUGH M, F, K, M OR F KILLS
137      &      ATEMP(1,I)=
138      &      PKS(SIDE, TYPS(2), I, RANGEX)
139      2875      CONTINUE
140      C      COMPUTE BREAKDOWN OF [0,1] INTO DISTINCT INTERVALS
141      C      PROPORTIONAL TO THE M, F, K PROBABILITIES
142      C      PROBABILITY OF NO KILL
143      ATEMP(2,1)=1.0-ATEMP(1,4)
144      C      OBVIATE REST OF ATEMP
145      ATEMP(2,2)=2.0
146      ATEMP(2,3)=2.0
147      ATEMP(2,4)=1.0
148      C      NORMALIZE
149      ATEMP(3,1)=ATEMP(2,1)/ATEMP(2,4)
150      ATEMP(3,2)=ATEMP(2,2)/ATEMP(2,4)
151      ATEMP(3,3)=ATEMP(2,3)/ATEMP(2,4)
152      ELSE
153      C      AN EXTERNAL WEAPON IS SHOOTING IN A DIRECT FIRE DUEL
154      C      DERIVE THE EXTERNAL WEAPON NUMBER
155      PEXT=TYPS(SIDE)-NTYPS(SIDE)+NOEXT(SIDE)
156      C      COMPUTE THE EXPECTED KILLS
157      &      ATEMP(3,3)=
158      &      EXT(SIDE, PEXT, TYPS(OTHER), ENVIRX, RANGEX)
159      &      ATEMP(3,3)=AMIN1(1.0, ATEMP(3,3))
160      &      ATEMP(3,3)=1.0-ATEMP(3,3)
161      &      ATEMP(3,1)=2.0
162      &      ATEMP(3,2)=2.0
163      ENDIF
164      ENDIF

```

Figure D-23. Source Listing of the DIRKLS Subroutine of the Main Program of the AFP Combat Module
(page 2 of 4 pages)

```

164 C GENERATE A RANDOM NUMBER TO FIND THE TYPE OF KILL
165 TEMP=FIMSLU(INSEED)
166 IF ( TEMP .GE. ATEMP(3,3) ) THEN
167 KILLS(J+1)=3
168 ELSE
169 IF ( TEMP .GE. ATEMP(3,2) ) THEN
170 KILLS(J+1)=2
171 ELSE
172 IF ( TEMP .GE. ATEMP(3,1) ) KILLS(J+1)=1
173 ENDIF
174 ENDIF
175 C END OF SHOOTER IF
176 ENDIF
177 C END OF LOOP THROUGH COORDINATES OF STATUS ENTRY
178 3000 CONTINUE
179 C FOR THE SIDE WITH MULTIPLE WEAPONS, DETERMINE THE TOTAL
180 C DAMAGE DONE TO THE SINGLE WEAPON
181 KILLS1=0
182 DO 3200 I=1,3
183 DONE(I)=.FALSE.
184 C LOOPING THROUGH THE DAMAGE CATEGORIES
185 DO 3100 J=1,POINT1
186 C CHECK TO SEE IF THIS DAMAGE CATEGORY HAS ALREADY OCCURRED
187 IF ( DONE(I) ) GOTO 3200
188 IF ( KILLS(J+1) .EQ. I ) THEN
189 C MAKE SURE THIS CATEGORY IS NOT EXAMINED AGAIN
190 DONE(I)=.TRUE.
191 C ACHIEVED A KILL OF TYPE TESTED FOR IN THIS PASS
192 KILLS1=KILLS1+2*(I-1)
193 C CHECK THE NEXT DAMAGE CATEGORY, SINCE THIS ONE IS DONE
194 GOTO 3200
195 C NOW KILLS 1 CONTAINS THE APPROPRIATE CODE FROM 1 TO 7
196 ENDIF
197 3100 CONTINUE
198 3200 CONTINUE
199 C RECORD THE KILLS
200 IF ( KILLS1 .GT. 0 ) THEN
201 C THE WEAPON ON THE SMALLER SIDE IS M,F,K KILLED
202 C ( OR SOME COMBINATION THEREOF )
203 C MARK STATUS ENTRY FOR DELETION
204 STATUS(CONFLX,1)=-1.0
205 CC *****
206 CD IF ( CNFLCT .GT. 0 ) THEN
207 CD WRITE(6,90100) CONFLX
208 CD 90100 FORMAT( ' DIRKLS 1.5',3X,'HIT SMALLER SIDE, DUEL '
209 CD & ,15)
210 CD ENDIF
211 CC *****
212 C SKIP PROCESSING IF ALREADY DEAD
213 IF ( STATUS(CONFLX,3) .LT. 0.0 ) GOTO 3250
214 C SET ENTRY TO SHOW KILL
215 STATUS(CONFLX,3)=-10.0*ITYPS
216 C RECORD THE KILL
217 CKILLS(BIGGER,TYPS2X,KILLS1)=
218 & CKILLS(BIGGER,TYPS2X,KILLS1)
219 & +PROJECT(TYPS2X,4)
220 CC *****
221 CD IF ( CNFLCT .GT. 0 ) THEN
222 CD WRITE(6,94000) TYPS2X,RANGEX,CNFX,BIGGER
223 CD & ,CKILLS(BIGGER,TYPS2X,KILLS1),TEMP,ATEMP(3,1),ATEMP(3,3)
224 CD & ,INSEED,CONFLX
225 CD 94000 FORMAT(1X,' DIRKLS 2 TYPS2X,RANGEX,CNFX,BIGGER= ',4I5,1X
226 CD & ,CKILLS= ',18,/, RANDOM= ',F8,6,3X,' 1-PKS= ',2(F8.6,3X)
227 CD & ,INSEED= ',16,3X,' DUEL ',15,' ENTRY 3')
228 CD ENDIF
229 CC *****
230 & TTLOS(SMALER,1,ENVIRX,RANGEX) =
231 & TTLOS(SMALER,1,ENVIRX,RANGEX)
232 & + PROJECT(TYPS2X,4)
233 C STORE THE KILLS IN THE LOG TABLE
234 LOG(CNFX,SMALER,TYPS(BIGGER),2+KILLS1)=
235 LOG(CNFX,SMALER,TYPS(BIGGER),2+KILLS1)+
236 & PROJECT(TYPS2X,4)
237 &
238 & FORCS1(SMALER)=MAX(
239 & 0,FORCS1(SMALER)-1)
240 & FORCS2(SMALER)=MAX(
241 & 0,FORCS2(SMALER)-1)
242 & WPNS(SMALER,TYPS(SMALER))=MAX(0,WPNS(SMALER,
243 & TYPS(SMALER))-1)
244 C SKIP HERE IF TARGET IS ALREADY DEAD
245 3250 CONTINUE

```

Figure D-23. Source Listing of the DIRKLS Subroutine of the Main Program of the AFP Combat Module
(page 3 of 4 pages)

```

246 C CHECK TO SEE IF SMALLER SIDE KILLED SOMETHING
247 IF ( KILLS(1) .GT. 0 ) THEN
248 C SMALLER SIDE KILLED SOMEONE. RECORD THIS KILL IF NOT ALREADY DEAD
249 IF ( POINT1 .EQ. 1 ) THEN
250 C END OF THIS DUEL, KILLED SOLE WEAPON ON A SIDE
251 MARK STATUS ENTRY FOR DELETION
252 STATUS(CONFLX,1)=-1.0
253 C SET ITEM FOR DIRKLS 4 DEBUG PRINTOUT
254 ITEM=1
255
256 CC ***** IF ( CNFLCT .GT. 0 ) THEN
257 CD WRITE(6,94010) CONFLX
258 CD 94010 FORMAT(1X,DIRKLS 2.2,3X,"HIT BIGGER SIDE ,DUEL "
259 CD & ,15,3X,"ENTRY 4")
260 CD ENDIF
261
262 CC *****
263 C SKIP IF TARGET IS ALREADY DEAD
264 IF ( STATUS(CONFLX,4) .LT. 0.0 )
265 & GOTO 3300
266 C SET STATUS ENTRY NEGATIVE TO DENOTE KILL
267 STATUS(CONFLX,4)=-10.0*ITYPS
268 C TALLY THIS WIN
269 ELSE
270 C SIDE HAS MORE WEAPONS, DETERMINE WHICH WAS KILLED
271 DO 1000 L = 1,POINT1
272 IF ( STATUS(CONFLX,3+L) .GE. 0.0 ) THEN
273 ITEM = L
274 GOTO 1099
275 ENDIF
276 1000 CONTINUE
277 1099 CONTINUE
278
279 CC ***** IF ( CNFLCT .GT. 0 ) THEN
280 CD WRITE(6,94020) CONFLX,3+ITEM
281 CD 94020 FORMAT(1X,DIRKLS 2.2,3X,"HIT BIGGER SIDE, DUEL "
282 CD & ,15,3X,"ENTRY ",13)
283 CD ENDIF
284
285 CC *****
286 C SKIP IF TARGET IS ALREADY DEAD
287 IF ( STATUS(CONFLX,3+ITEM) .LT. 0.0 )
288 & GOTO 3300
289 C ITEM CONTAINS POINTER TO THE KILLED ENTRY
290 SET KILLED ENTRIES VERY NEGATIVE
291 STATUS(CONFLX,3+ITEM)=-10.0*ITYPS
292 C END OF IF ( POINT1 .EQ. 1 )
293 ENDIF
294 ITEM1=2*(KILLS(1)-1)
295 CKILLS(SMALER,TYPS2X,ITEM1)=
296 CKILLS(SMALER,TYPS2X,ITEM1)+
297 PROJECT(TYPS2X,4)
298
299 CC ***** IF ( CNFLCT .GT. 0 ) THEN
300 CD WRITE(6,94100) TYPS2X,RANGEX,CNFX,SMALER
301 CD & ,CKILLS(SMALER,TYPS2X,ITEM1),TEMP,ATEMP(3,1),ATEMP(3,3)
302 CD & ,INSEED,CONFLX,3+ITEM
303 CD 94100 FORMAT(1X,"DIRKLS 3 TYPS2X,RANGEX,CNFX,SMALER=",4I5,1X
304 CD & ,CKILLS=",18,7," RANDOM=",5F8,6,3X,1-PKS=",2(F8.0,3X)
305 CD & ,INSEED=",16,3X,"DUEL ",15," ENTRY ",13)
306 CD ENDIF
307
308 CC *****
309 & TTLOS(BIGGER,1,ENVIRX,RANGEX) =
310 & TTLOS(BIGGER,1,ENVIRX,RANGEX)
311 & + PROJECT(TYPS2X,4)
312 C RECORD THE KILLS
313 LOG(CNFX,BIGGER,TYPS(SMALER),2+ITEM1)=
314 LOG(CNFX,BIGGER,TYPS(SMALER),2+ITEM1)+
315 PROJECT(TYPS2X,4)
316 FORCS1(BIGGER)=MAX(
317 FORCS1(BIGGER)-1,0)
318 FORCS2(BIGGER)=MAX(
319 FORCS2(BIGGER)-1,0)
320 WPNS(BIGGER,TYPS(BIGGER))=MAX(0,WPNS(BIGGER,
321 TYPS(BIGGER))-1)
322 C END OF IF ( KILLS(1) .GT. 0 )
323 ENDIF
324 3300 SKIP HERE IF TARGET ALREADY DEAD
325 CONTINUE
326 C CHECK THAT BOTH SIDES SURVIVE I.E. THAT FURTHER COMBAT IS
327 POSSIBLE
328 COND1=STATUS(CONFLX,3) .GT. -SMALL2
329 DO 3400 I=1,POINT1
330 COND2=COND1 .AND.
331 (STATUS(CONFLX,3+I) .GT. -SMALL2 )
332 IF ( COND2 ) GOTO 3500
333 3400 CONTINUE
334 STATUS(CONFLX,1)=-1.0
335 CONTINUE
336 C END OF CONFLX LOOP FOR LOSSES
337 CONTINUE
338
339 CC ***** IF ( CNFLCT .GT. 0 ) THEN
340 CD WRITE(6,91000) CNFLCT,((STATUS(10,J0),J0=1,20),10=1,CNFLCT)
341 CD 91000 FORMAT(1X,DIRKLS 4,1X,CNFLCT=,13,1X,STATUS=,
342 CD & ,500(7," ",10(F10.4,2X),7,4X,10(F10.4,2X),7) )
343 CD ENDIF
344 CC *****
345 RETURN
346 END

```

Figure D-23. Source Listing of the DIRKLS Subroutine of the Main Program of the AFP Combat Module
(page 4 of 4 pages)

3. Records the side firing in each duel.

4. For each duel, determines whether a kill occurs by comparing the PK to a random number, and computes the type of kill (currently, only one kill type is used).

5. Record the kills.

(8) EXTASG

(a) Purpose. To compute the number of indirect firers assigned to each range and environment. Figure D-24 is a source listing of subroutine EXTASG.

(b) When Called. Every time a new pair of opposing direct fire types is to be processed, called by MAIN.

(c) Subtasks

1. The fraction of each indirect firer type allocated to each range and environment is the product of the following factors:

a. The input datum that is the product of the preference and participation factors for the indirect shooter.

b. The fraction of indirect shooters used for area fire.

c. The fraction of direct fire conflicts occurring at the given range.

d. The fraction of direct fire conflicts occurring at the given environment.

2. This fraction is multiplied by the initial daily inventory of the indirect firer to obtain a preliminary integer assignment.

3. The unassigned fractional weapons are allocated by a method similar to the one used in FRCALC.

```

1      SUBROUTINE EXTASG
2
3      C
4      INCLUDE PARM
5      INCLUDE BK1
6      INCLUDE BK2
7      INCLUDE BK6
8      INCLUDE BK9
9      INCLUDE BK13
10     INCLUDE BK16
11     INCLUDE BK17
12     INCLUDE BK20
13     INCLUDE BK22
14     INCLUDE BK24
15
16     C
17     DIMENSION REMS(IENVIR,IRANGE)
18
19     C
20     INTEGER SIDEX,EXTX,RANGEX,ENVIRX
21     INTEGER COUNT
22
23     C
24     CONTINUE
25     DO 4000 SIDEX=1,2
26     IOTHER=3-SIDEX
27     C LOOP OVER THE EXTERNAL WEAPON TYPES (ASSUMED TO BE THE
28     C LAST TYPES )!!!!
29     C SKIP IF NO EXTERNAL WEAPONS PRESENT
30     IF ( (SIDEX.EQ. 1) .AND. (IEXT1.EQ. 0) )
31     & GOTO 4000
32     IF ( (SIDEX.EQ. 2) .AND. (IEXT2.EQ. 0) )
33     & GOTO 4000
34     DO 4000 EXTX=1,NOEXT(SIDEX)
35     COUNT=0
36     IPTR=NTYPS(SIDEX)-NOEXT(SIDEX)+EXTX
37     DO 2525 RANGEX=1,IRANGE
38     DO 2525 ENVIRX=1,NENVIR
39     C CREATE POINTER TO THE TYPE NUMBER OF THE EXTERNAL WEAPON
40     C COMPUTE THE NUMBER OF EXTERNAL SHOOTERS
41     TEMP=WPNS1(SIDEX,IPTR)*INDDST(SIDEX,EXTX,RANGEX)
42     & *EXTPER(SIDEX,EXTX)*ENV DST(ENVIRX)
43     C APPEND TO THE EXTERNAL ASSIGNMENTS ARRAY
44     EXTN1(SIDEX,EXTX,ENVIRX,RANGEX)=TEMP
45     REMS(ENVIRX,RANGEX)=TEMP-EXTN1(SIDEX,EXTX,ENVIRX,RANGEX)
46     COUNT=COUNT+
47     EXTN1(SIDEX,EXTX,ENVIRX,RANGEX)
48 2525 CONTINUE
49     COUNT=WPNS1(SIDEX,IPTR)
50     & *EXTPER(SIDEX,EXTX)-COUNT
51     DO 3000 I=1,COUNT
52     IPTRR=1
53     IPTRE=1
54     DO 3500 ENVIRX=1,NENVIR
55     DO 3500 RANGEX=1,IRANGE
56     IF ( REMS(ENVIRX,RANGEX) .GT.
57     & REMS(IPTRE,IPTRR) ) THEN
58     IPTRE=ENVIRX
59     IPTRR=RANGEX
60     ENDIF
61 3500 CONTINUE
62     EXTN1(SIDEX,EXTX,IPTRE,IPTRR)=
63     & EXTN1(SIDEX,EXTX,IPTRE,IPTRR)+1
64     REMS(IPTRE,IPTRR)=-1.0
65 3000 CONTINUE
66 4000 CONTINUE
67     RETURN
68     END

```

Figure D-24. Source Listing of the EXTASG Subroutine of the Main Program of the AFP Combat Module

(9) EXTKLS

(a) Purpose. To assess the kills due to indirect fire during a conflict. Figure D-25 is a source listing of subroutine EXTKLS.

(b) When Called. During every shot cycle, from MAIN.

(c) Process. The number of indirect shots during this shot cycle is computed and the number of expected kills derived. For each expected kill, a pointer is generated to an opponent's particular weapon in a particular duel in the conflict. If the weapon has been destroyed previously, no credit is given. If the weapon was intact, a kill is recorded, and the weapon ceases to participate in the duel. Note that when the direct fire duel terminates before the estimated number of shots occur, the artillery may cause casualties after the duel's termination.

(d) Subtasks. For a given indirect shooter type:

1. The number of shooters allocated to the given opponent type, range, and environment is obtained from the table computed by EXTASG.

2. The number of tubes derived above is multiplied by the number of indirect fire salvos expected during this shot cycle to obtain the number of rounds. The number of indirect salvos during this shot cycle is computed by the routine.

3. Multiplication of the number derived in step 3 by the fractional kill per round per target gives the expected number of kills. This number is reduced by multiplication by the fraction of the initial daily inventory of the target type present at the conflict. Another adjustment may be applied to account for changes in target density associated with whether an attrited force defends or attacks over the original or reduced area.

4. For each expected kill, a potential victim is picked randomly from the conflict. If the victim is not previously destroyed, a kill is credited and the weapon is removed from the duel. If the victim was previously destroyed, no credit is given. As usual, there is some special logic to determine whether fractional results are to be rounded "up" or "off."

5. During the process, the number of indirect shots is tallied.

```

1      SUBROUTINE EXTKLS(ENVIRX,TYPS2X,CNFX,RANGEX,STAGEX)
2
3      C
4      INCLUDE PARM
5      INCLUDE BK1
6      INCLUDE BK2
7      INCLUDE BK3
8      INCLUDE BK4
9      INCLUDE BK6
10     INCLUDE BK7
11     INCLUDE BK9
12     INCLUDE BK13
13     INCLUDE BK14
14     INCLUDE BK15
15     INCLUDE BK16
16     INCLUDE BK17
17     INCLUDE BK19
18     INCLUDE BK22
19     INCLUDE BK23
20     INCLUDE BK24
21     INCLUDE BK25
22     INCLUDE BK27
23
24     C
25     DIMENSION CNFST(2)
26
27     C
28     REAL INTERV,STRCNT
29
30     C
31     INTEGER EXTX,POINT1,POINT2,CONPTR,CONFLX,SIDEX,STAGEX,ODDSX
32     INTEGER ENVIRX,TYPS2X,CNFX,RANGEX,COUNT,WPNPTR,VPTR,CNFST
33
34     C
35     LOGICAL COND1,COND2
36
37     C
38     SAVE CNFST,COUNT
39
40     C
41     CONTINUE
42
43     C
44     LOOP THROUGH CONFLICTS RECORDING KILLS BY EXTERNAL WEAPONS
45     IF ( CNFLCT .LE. 0 ) RETURN
46     KILLS1=0
47     IF ( STAGEX .EQ. 1 ) THEN
48       C
49       SAVE THE STRENGTH THE CONFLICT STARTS WITH
50       CNFST(1)=FORCS2(1)
51       CNFST(2)=FORCS2(2)
52       COUNT=0
53       DO 10 ODDSX=1,NOODS
54         COUNT=COUNT+CONFLC(ODDSX,RANGEX,ENVIRX)
55         * ODDS(ODDSX)
56       10 CONTINUE
57     ENDIF
58
59     C
60     LOOP OVER THE SIDES
61     DO 2527 SIDEX=1,2
62       C
63       LOOP OVER THE EXTERNAL WEAPON TYPES (ASSUMED TO BE THE
64       LAST TYPES )!!!!
65       C
66       SKIP IF NO EXTERNAL WEAPONS PRESENT
67       IF ( (SIDEX .EQ. 1) .AND. (IEXT1 .EQ. 0) )
68         &
69         GOTO 2527
70       IF ( (SIDEX .EQ. 2) .AND. (IEXT2 .EQ. 0) )
71         &
72         GOTO 2527
73       C
74       DO 2525 EXTX=1,NOEXT(SIDEX)
75         C
76         CREATE POINTER TO THE TYPE NUMBER OF THE EXTERNAL WEAPON
77         ITEM=NTYPS(SIDEX)-NOEXT(SIDEX)+EXTX
78         IF ( REFIRE(SIDEX,ITEM,TYPS(3-SIDEX),ENVIRX)
79         &
80         .LT. SMALL2 ) GOTO 2525
81       C
82       COMPUTE THE NUMBER OF EXTERNAL SHOOTERS, BY REDUCING BY THE
83       PARTICIPATION RATE
84       STRCNT=EXTN1(SIDEX,EXTX,ENVIRX,RANGEX)
85       * INDPAR(SIDEX,EXTX,TYPS(3-SIDEX))
86       IF ( STAGEX .EQ. 1 ) THEN
87         C
88         APPEND TO THE EXTERNAL ASSIGNMENTS ARRAY
89         EXTN(SIDEX,EXTX,ENVIRX,RANGEX,CNFX) =
90         EXTN(SIDEX,EXTX,ENVIRX,RANGEX,CNFX)
91         + STRCNT*PROJECT(TYPS2X,4) * SMALL2
92       C
93       *****
94       C
95       WRITE (6,97) STRCNT, PROJECT(TYPS2X,4),
96       STRCNT*PROJECT(TYPS2X,4)*SMALL2,
97       EXTN(SIDEX,EXTX,ENVIRX,RANGEX,CNFX)
98       FORMAT ( ' EXTN .5 ', 4610.4)
99       C
100      *****
101      C
102      RECORD THE ASSIGNMENTS
103      LOG(CNFX,3-SIDEX,ITEM,SIDEX)=
104      LOG(CNFX,3-SIDEX,ITEM,SIDEX)+STRCNT*
105      PROJECT(TYPS2X,4)
106      &
107      ENDIF

```

Figure D-25. Source Listing of the EXTKLS Subroutine of the Main Program of the AFP Combat Module
(page 1 of 4 pages)

```

82      IF ( STRCNT .EQ. 0 ) GOTO 2525
83      C   COMPUTE THE TIME PER SHOT
84          RATIO=PROJECT(TYPS2X,3)/NSTAGE
85          RATIO=RATIO/REFIRE(SIDEX,ITEMP,TYPS(3-SIDEX)
86              & ENVIRX)
87      C   SEE IF THE ELAPSED TIME ALLOWS ANOTHER SALVO
88          ITEMP4=IFIX(RATIO*STAGEX)-IFIX(RATIO*(STAGEX-1))
89
90      CC *****
91      CD   IF (CNFLCT .GT. 0 ) THEN
92          CD   WRITE(6,99) (PROJECT(TYPS2X,M),M=3,4),NSTAGE,RATIO
93              & ,REFIRE(SIDEX,ITEMP,TYPS(3-SIDEX),ENVIRX),ITEMP
94              & ,STAGEX,RATIO*STAGEX,RATIO*(STAGEX-1),ITEMP4
95              & ,STRCNT*ITEMP4*EXT(SIDEX,EXTX,TYPS(3-SIDEX),ENVIRX,RANGEX)
96              & ,EXT(SIDEX,EXTX,TYPS(3-SIDEX),ENVIRX,RANGEX),STRCNT
97              & ,TYPS(3-SIDEX),WPNS1(3-SIDEX,TYPS(3-SIDEX)),FORCS2(3-SIDEX)
98      CD99  FORMAT(1X,'EXTKLS 1 PROJECT= ',2(3X,F5.2),3X,'NSTAGE= ',15
99              & ,3X,'RATIO= ',F10.5,3X,'REFIRE= ',F10.5,3X/
100             & ,1X,'ITEMP= ',15,3X,'STAGEX= ',15,3X
101             & ,1X,'RAT*STG= ',F10.5,3X,'RAT*STG-1= ',F10.5
102             & ,1X,'ITEMP4= ',15,3X,'KILLS= ',F10.3
103             & ,1X,'KPR= ',F10.5,3X,'STRCNT= ',F10.3,1X,'TARGET TYPE= ',I3
104             & ,1X,'TARGET INVENTORY= ',I10,3X,'LIVE TARGETS= ',I10)
105      CD   ENDIF
106      CC *****
107      C   IF ( ITEMP4 .EQ. 0 ) GOTO 2525
108      C   OBTAIN THE EXPECTED KILLS PER ROUND
109          TEMP=EXT(SIDEX,EXTX,TYPS(3-SIDEX),ENVIRX,RANGEX)
110      C   TO OBTAIN THE KILLS FOR THIS SHOT CYCLE, BY MULTIPLYING THE
111      C   KILLS PER ROUND PER TARGET BY THE NUMBER OF SHOOTERS AND
112      C   BY THE NUMBER OF SALVOS PER SHOT CYCLE
113          TEMP=TEMP*STRCNT*ITEMP4
114      C   DEGRADE KILLS BY FRACTION OF INVENTORY PRESENT
115          TEMP5=FLOAT(DAYST(3-SIDEX))/
116              & BWPNS(3-SIDEX,TYPS(3-SIDEX),ENVIRX,RANGEX)
117          TEMP=TEMP*TEMP5
118      C   DECREASE KILLS DUE TO REDUCED DENSITY IF REQUIRED
119          IF ( LESDNS(3-SIDEX) ) THEN
120              & TEMP6=FLOAT(WPNS1(3-SIDEX,TYPS(3-SIDEX)))
121              & / FLOAT(WPNS11(3-SIDEX,TYPS(3-SIDEX)))
122          ELSE
123              TEMP6 = 1.0
124          ENDIF
125          TEMP = TEMP * TEMP6
126
127      CC*****
128      C   IF ( CNFLCT .GT. 0 ) THEN
129          C   WRITE (6,101) TYPS(1), TYPS(2), CNFX,
130              & TEMP,DAYST(3-SIDEX),BWPNS(3-SIDEX,TYPS(3-SIDEX)),
131              & ENVIRX,RANGEX),TEMP5,WPNS1(3-SIDEX,TYPS(3-SIDEX)),
132              & WPNS11(3-SIDEX,TYPS(3-SIDEX)),LESDNS(3-SIDEX),TEMP6
133      C101  FORMAT(1X,'EXTKLS 2 ',3I3,' KILLS= ',F10.3,3X,'DAYST= ',15,3X
134              & ,1X,'BWPNS= ',17,3X,' FRACTION PRESENT= ',F6.4,3X,'WPNS1= ',
135              & ,15,3X,'WPNS11= ',15,3X,' DENSITY? ',L5,3X
136              & ,1X,' DENSITY FACTOR= ',F6.4)
137      C   ENDIF
138      CC*****
139      C   ADD THE NUMBER OF EXTERNAL SHOTS
140          ESHOTS(SIDEX,EXTX,ENVIRX,RANGEX) =
141              & ESHOTS(SIDEX,EXTX,ENVIRX,RANGEX)
142              & + STRCNT*ITEMP4*PROJECT(TYPS2X,4)*TEMP5
143
144      CC *****
145      CD   WRITE(6,98) EXTN(SIDEX,EXTX,ENVIRX,RANGEX,CNFX)
146          CD   & ,ESHOTS(SIDEX,EXTX,ENVIRX,RANGEX),STRCNT,ITEMP4
147          CD   & ,TEMP5,LESDNS(3-SIDEX),TEMP6
148          CD   & ,EXT(SIDEX,EXTX,TYPS(3-SIDEX),ENVIRX,RANGEX)
149      CD98  FORMAT(1X,'EXTKLS 2.25 EXTN= ',G10.4,3X,'SHOTS= ',F12.5
150              & ,3X,'TUBES= ',G10.4,3X,' SALVOS= ',15,3X
151              & ,1X,' FRACTION PRESENT= ',F6.4,3X,'REDUCE DENSITY ',L3
152              & ,1X,' REDUCTION= ',F6.4,3X,' KILLS PER ROUND= ',G10.4)
153
154      CC *****
155          KILLS=IFIX(TEMP)
156          REMN=TEMP-KILLS
157      C   ADD 1 IN ORDER TO ALLOW ASSESSMENT OF FRACTIONAL KILL
158          KILLS=KILLS+1
159      C   LOOP OVER THE NUMBER OF CONFLICTS IN WHICH EXTERNAL WEAPONS
160      C   WILL INTERVENE
161          DO 2520 I=1,KILLS
162      C   DETERMINE WHETHER A FRACTIONAL KILL IS TO BE ASSESSED
163          IF ( I .EQ. KILLS ) THEN
164              TEMP2=FMSLU(INSEED)
165      C   SKIP IF RANDOM NUMBER BIGGER THAN FRACTION
166          IF ( TEMP2 .GT. REMN ) GOTO 2520
167          ENDIF

```

Figure D-25. Source Listing of the EXTKLS Subroutine of the Main Program of the AFP Combat Module
(page 2 of 4 pages)

```

164         IF ( SIDEX .EQ. BIGGER ) THEN
165             CONPTR= ( CNFLCT-1 ) * FIMSLU(INSEED) + 1
166         ELSE
167             C COMPUTE THE INTERVAL SIZE PER WEAPON ON LARGER SIDE
168             INTERV=1.C/COUNT
169             C COMPUTE A WEAPON NUMBER FOR THE WEAPON. IDS RUN FROM 0
170             TO COUNT-1
171             WPNPTR=FIMSLU(INSEED)/INTERV
172             C REDUCE THE WEAPON NUMBER IF NECESSARY
173             IF ( WPNPTR .EQ. COUNT ) WPNPTR=COUNT-1
174             C CHECK TO SEE IF WEAPON IS IN THE LARGER ODDS DUELS
175             IF ( WPNPTR .GT.
176                 & ODDS(1)*CONFLO(1,RANGEX,ENVIRX)-1 ) THEN
177             C REORIGIN THE WEAPON NUMBER
178                 WPNPTR=WPNPTR
179                 & -ODDS(1)*CONFLO(1,RANGEX,ENVIRX)
180             C SET THE CONFLICT POINTER
181                 CONPTR=WPNPTR/ODDS(2)
182                 & +CONFLO(1,RANGEX,ENVIRX)+1
183             C COMPUTE THE POINTER TO THE WEAPON IN THE DUEL
184                 VPTR=MOD(WPNPTR,ODDS(2))+1
185             ELSE
186             C WEAPON IN THE LOWER ODDS DUELS
187                 CONPTR=(WPNPTR/ODDS(1))+1
188                 VPTR=MOD(WPNPTR,ODDS(1))+1
189             ENDIF
190             ENDIF
191             C POINTER(S) TO THE STATUS ENTRY FOR THE IMPACTED WEAPON
192             C DETERMINE THE CONFLICT IN WHICH THE EXTERNAL WEAPONS INTERVENE
193             C TO DETERMINE THE KILLS, IF ANY
194             IF ( BIGGER .EQ. SIDEX ) THEN
195             CC *****
196             CD IF ( CNFLCT .GT. 0 ) THEN
197                 WRITE(6,102) CONPTR
198             CD 102 FORMAT(1X,EXTKLS 2.5',3X,'HIT DUEL= ',15,3X,'ENTRY 3')
199             CD *****
200             C RECORD KILLING WEAPON IF WEAPON HASN'T BEEN KILLED EARLIER
201             IF ( STATUS(CONPTR,3) .LT. 0.0 )
202                 & GOTO 2520
203                 STATUS(CONPTR,3)=-EXTX-.1
204                 KILLS1=KILLS1+1
205             CC *****
206             CD IF ( CNFLCT .GT. 0 ) THEN
207                 WRITE(6,104) KILLS,CONPTR,EXTX
208             CD 104 FORMAT(1X,EXTKLS 3, KILLS= ',15,3X,'DUEL= ',15
209                 & ',3X,'EXTERNAL WPN ID= ',15)
210             CD *****
211             GOTO 2520
212             ELSE
213             C SMALLER SIDE DID KILLING. FIND WHICH WEAPON WAS KILLED
214             CC *****
215             CD IF ( CNFLCT .GT. 0 ) THEN
216                 WRITE(6,106) CONPTR,3+VPTR,COUNT,WPNPTR,INTERV
217             CD 106 FORMAT(1X,EXTKLS 3.5',3X,'HIT DUEL= ',15,3X,'ENTRY= ',15
218                 & ',3X,'COUNT= ',15,3X,'WPNPTR= ',15,3X,'INTERVAL= ',F8.6)
219             CD *****
220             C RECORD KILLING WEAPON IF WEAPON HASN'T BEEN KILLED EARLIER
221             IF ( STATUS(CONPTR,3+VPTR) .LT. 0.0 )
222                 & GOTO 2520
223                 STATUS(CONPTR,3+VPTR)=-EXTX-.1
224                 KILLS1=KILLS1+1
225             CC *****
226             CD IF ( CNFLCT .GT. 0 ) THEN
227                 WRITE(6,105) KILLS,CONPTR,3+VPTR,EXTX
228             CD 105 FORMAT(1X,EXTKLS 4, KILLS= ',15,3X,'DUEL= ',15,3X,'ENTRY= '
229                 & ',15,3X,'EXTERNAL WPN ID= ',15)
230             CD *****
231             ENDIF
232             CONTINUE
233             CONTINUE
234             CONTINUE
235             C NOW TO RECORD EXTERNAL KILLS
236             IF ( KILLS1 .NE. 0 ) THEN
237             C EXTERNAL WEAPONS HAVE KILLED SOMETHING
238             DO 2580 CONFLX=1,CNFLCT
239             C SIDEX INDEXES THE SHOOTERS
240             DO 2560 SIDEX=1,2
241

```

Figure D-25. Source Listing of the EXTKLS Subroutine of the Main Program of the AFP Combat Module
(page 3 of 4 pages)

END

(10) FIMSLU

(a) Purpose. To return a pseudorandom real number in accord with seed designated on first call with Combat Module run. Figure D-26 is a source listing of function subroutine FIMSLU.

(b) Source. FIMSLU is an adaptation of a routine from the International Mathematics and Statistics Library.

(11) FRCALC

(a) Purpose. This routine computes the type on type allocations. More specifically, for each pair of opposing types, this routine computes the number of weapons of each type slated to meet the other type, exclusive of participation rates. Figure D-27 is a source listing of subroutine FRCALC.

(b) When Called. At the beginning of each day, by MAIN.

(c) Subtasks

1. Obtains the available weapons by adding reinforcements/initial allocations to survivors.

2. Removes external losses, i.e., losses before combat, if any.

3. Saves the initial inventory for the day.

4. Reads in the appropriate modified preferences.

5. Computes the preferred target, i.e., the product of the preferences and the initial daily target inventory.

6. Computes the unnormalized fractional allocation and normalizes it to sum to the sum of the preferences.

7. Allocates opponents using the normalized allocations. The first phase allocates integral numbers of weapons. The second phase allocates the fractional weapons unallocated in the first phase.

```

1      REAL FUNCTION FIMSLU (IREP)                                GGUT0390
2      C SPECIFICATIONS FOR ARGUMENTS                             GGUT0400
3      C INTEGER IREP                                             GGUT0440
4      C SPECIFICATIONS FOR LOCAL VARIABLES
5      C INTEGER IREPM,LREP,MREP
6      C DOUBLE PRECISION DSEED,DSEED1,DSEED2                    GGUT0430
7      C DOUBLE PRECISION D2P31M,D2P31                           GGUT0460
8      C D2P31M=(2**31) - 1
9      C D2P31 =(2**31)(OR AN ADJUSTED VALUE)                    GGUT0480
10     C DOUBLE PRECISION SEED(100) SEEDS SPACED 100,000 RAND NOS APART
11     C DATA D2P31M/2147483647.D0/                               GGUT0490
12     C DATA D2P31/2147483648.D0/                               GGUT0500
13     C DATA (SEED(I),I=1,52)/
14     *      123457.D0, 848661055.D0, 331868080.D0, 795694002.D0,
15     *      1133506416.D0, 179392340.D0, 880089848.D0, 373453165.D0,
16     *      330310551.D0, 1864683550.D0, 957584520.D0, 611600725.D0,
17     *      1514665799.D0, 609370781.D0, 2126485978.D0, 230140735.D0,
18     *      1460567237.D0, 1903540707.D0, 773122865.D0, 1753901423.D0,
19     *      274992647.D0, 1588809478.D0, 1759740400.D0, 1941135750.D0,
20     *      43729995.D0, 307509594.D0, 1235568876.D0, 1540164379.D0,
21     *      1567253092.D0, 34485768.D0, 307246871.D0, 1222711237.D0,
22     *      352414837.D0, 1812009750.D0, 892733067.D0, 1257583462.D0,
23     *      1990506775.D0, 34124592.D0, 134177024.D0, 1176990974.D0,
24     *      1265016020.D0, 1110128581.D0, 79706148.D0, 1970893844.D0,
25     *      235610717.D0, 716522888.D0, 65884601.D0, 26530237.D0,
26     *      1946788467.D0, 1915124666.D0, 605204808.D0, 1250036153.D0/
27     C DATA (SEED(I),I=53,100)/
28     *      1241237486.D0, 1826480319.D0, 1761451800.D0, 648974769.D0,
29     *      1328095926.D0, 735026667.D0, 1922904882.D0, 112740804.D0,
30     *      1690100682.D0, 673720340.D0, 1103976199.D0, 200366466.D0,
31     *      1409578632.D0, 12672413.D0, 2082847903.D0, 210258575.D0,
32     *      585411451.D0, 560061851.D0, 1357483287.D0, 2035203198.D0,
33     *      1995361080.D0, 2009993142.D0, 270796833.D0, 1364574012.D0,
34     *      2037737285.D0, 37500927.D0, 2052071248.D0, 1860954882.D0,
35     *      1475434694.D0, 2074851491.D0, 330340421.D0, 2037642869.D0,
36     *      133673398.D0, 851290297.D0, 1651586143.D0, 301620020.D0,
37     *      1510133733.D0, 1940663167.D0, 1877417917.D0, 617723160.D0,
38     *      1093293442.D0, 1138218931.D0, 950324013.D0, 199964875.D0,
39     *      1721714736.D0, 1039836864.D0, 1390471833.D0, 403248081.D0/
40     C FIRST EXECUTABLE STATEMENT                                GGUT0510
41     IF (IREP.GT.0) GO TO 100
42     IF (DSEED.EQ.0.0) DSEED=SEED(1)
43     GO TO 200
44
45     C 100 IF (IREP.EQ.LREP) GO TO 200
46     IREPM = IREP-1
47     MREP = MOD(IREPM,100)+1
48     DSEED = SEED(MREP)
49
50     C 200 DSEED1 = DMOD( 6060.D0*DSEED,D2P31M)
51     DSEED2 = DMOD(55934.D0*DSEED,D2P31M)
52     DSEED = DMOD(65536.D0*DSEED1+DSEED2,D2P31M)
53     FIMSLU = DSEED / D2P31
54     LREP = IREP
55     RETURN
56     END
57
58     GGUT0530
59     GGUT0540
60     GGUT0550
61     GGUT0560
62     GGUT0580
63     GGUT0590

```

Figure D-26. Source Listing of the FIMSLU Subroutine of the Main Program of the AFP Combat Module

```

1      SUBROUTINE FRCALC(DAYSX)
2
3      C
4      INCLUDE PARM
5      INCLUDE BK1
6      INCLUDE BK7
7      INCLUDE BK8
8      INCLUDE BK13
9      INCLUDE BK17
10
11     C
12     DIMENSION REMS(2,ITYPS,ITYPS), ALLOC(2,ITYPS,ITYPS),PREF(2,ITYPS)
13
14     C
15     INTEGER DAYSX,TYPSX,TYPESX,COUNT,POINT,SIDEX
16
17     C
18     EQUIVALENCE (ALLOC,REMS)
19
20     C
21     CONTINUE
22
23     C
24     DEVELOP THE DAY'S INITIAL FORCES
25     DO 200 SIDEX=1,2
26     DO 100 TYPSX=1,NTYPS(SIDEX)
27
28     C INCLUDE ADDED WEAPONS
29     WPNS(SIDEX,TYPSX)=INSERT(PHASE(DAYSX),SIDEX,TYPSX)+
30     & WPNS(SIDEX,TYPSX)
31
32     C REMOVE LOSSES EXTERNAL TO THE MODEL
33     WPNS(SIDEX,TYPSX)=WPNS(SIDEX,TYPSX)*
34     & (1.0-EXTLOS(SIDEX,TYPSX))
35
36     WPNS1(SIDEX,TYPSX)=WPNS(SIDEX,TYPSX)
37     IF (DAYSX .EQ. 1) WPNS11(SIDEX,TYPSX) = WPNS(SIDEX,TYPSX)
38
39     100 CONTINUE
40     200 CONTINUE
41
42     C COMPUTE THE WEAPON ALLOCATIONS
43     DO 240 SIDEX=1,2
44     DO 240 TYPSX=1,NTYPS(SIDEX)
45
46     C READ IN THE APPROPRIATE PREFERENCE FILES
47     IOPTR7=(SIDEX-1)*ITYPS+TYPSX
48     IOPTR7=IOPTR7+PREF3+2*ITYPS
49     READ(IU7,IOPTR7,2000,ERR=2100)
50     & (PREF(SIDEX,J),J=1,NTYPS(3-SIDEX))
51
52     2000 FORMAT(500(500F8.6))
53     GOTO 2300
54
55     2100 WRITE(6,2200) SIDEX
56     2200 FORMAT(1X,30(1H*),5X,'PREF ',I1,' READ ERROR',5X,30(1H*))
57     STOP
58
59     2300 CONTINUE
60     TEMP=0.0
61     TEMP1=0.0
62     DO 220 TYPESX=1,NTYPS(3-SIDEX)
63
64     C COMPUTE THE WEIGHTED ALLOCATION
65     ALLOC(SIDEX,TYPSX,TYPESX)=PREF(SIDEX,TYPESX)*
66     & WPNS(3-SIDEX,TYPESX)
67
68     C COMPUTE THE WEIGHTED ALLOCATION TOTALS
69     TEMP=TEMP+ALLOC(SIDEX,TYPSX,TYPESX)
70     TEMP1=TEMP1+PREF(SIDEX,TYPESX)
71
72     220 CONTINUE
73     TEMP1=AMIN1(1.0,TEMP1)
74
75     C NORMALIZE BY THE WEIGHTED ALLOCATION TOTALS
76     DO 230 TYPESX=1,NTYPS(3-SIDEX)
77     IF (TEMP .GE. SMALL2) THEN
78     ALLOC(SIDEX,TYPSX,TYPESX)=(ALLOC(SIDEX,TYPSX,TYPESX)/
79     & TEMP)*TEMP1
80     ELSE

```

Figure D-27. Source Listing of the FRCALC Subroutine of the Main Program of the AFP Combat Module
(page 1 of 2 pages)

```

61          ALLOC(SIDEX,TYPSX,TYPESX)=0.0
62          ENDIF
63          230      CONTINUE
64          240      CONTINUE
65      C ALLOCATE OPPONENTS
66          DO 1000 SIDEX=1,2
67          DO 1000 TYPSX=1,NTYPS(SIDEX)
68              COUNT=0
69              TEMP1=0.0
70              DO 700 TYPESX=1,NTYPS(3-SIDEX)
71                  TEMP=WPNS(SIDEX,TYPSX)*ALLOC(SIDEX,TYPSX,TYPESX)
72                  TEMP1=TEMP1+ALLOC(SIDEX,TYPSX,TYPESX)
73      C ALLOCATE THE INTEGER PART
74          FORCES(SIDEX,TYPSX,TYPESX)=TEMP
75          REMS(SIDEX,TYPSX,TYPESX)=TEMP-FORCES(SIDEX,TYPSX,TYPESX)
76      C TALLY THE ALLOCATED WEAPONS
77          COUNT=COUNT+FORCES(SIDEX,TYPSX,TYPESX)
78          700      CONTINUE
79          TEMP1=AMIN1(1.0,TEMP1)
80      C RETAIN THE UNALLOCATED WEAPON COUNT
81          COUNT=WPNS(SIDEX,TYPSX)*TEMP1-COUNT+SMALL2
82          IF ( COUNT .LE. 0 ) GOTO 1000
83      C TO ALLOCATE THE REMAINING WEAPONS USING THE LARGEST
84      C FRACTIONAL PARTS
85          800      CONTINUE
86          POINT=1
87          DO 900 TYPESX=2,NTYPS(3-SIDEX)
88      C TEST FOR A LARGER REMAINDER
89          IF ( REMS(SIDEX,TYPSX,TYPESX) .GT.
90              &      REMS(SIDEX,TYPSX,POINT) ) THEN
91              POINT=TYPSX
92          ENDIF
93          900      CONTINUE
94      C MAKE SURE NO FURTHER ALLOCATIONS OCCUR TO MAX JUST FOUND
95          REMS(SIDEX,TYPSX,POINT)=-1.0
96      C ALLOCATE A WEAPON
97          FORCES(SIDEX,TYPSX,POINT)=FORCES(SIDEX,TYPSX,POINT)+1
98      C DECREMENT THE COUNT
99          COUNT=COUNT-1
100          IF ( COUNT .GT. 0 ) GOTO 800
101          1000      CONTINUE
102          RETURN
103      END

```

Figure D-27. Source Listing of the FRCALC Subroutine of the Main Program of the AFP Combat Module
(page 2 of 2 pages)

(d) **Example:** Let's say there are 10 weapons of a given type to be allocated against three opposing types. Say also that applying the rates yields the following allocations

1.8

2.5

5.7

against opposing types. We rewrite this as:

Allocation	Remainders
1	.8
2	.5
5	.7

The first phase allocates, 1, 2, and 5 weapons; note that two weapons remain unallocated.

The second phase uses the remainders, which are:

.8
.5
.7

The phase allocates weapons based on the size of the remainders. The first weapon is allocated against the target associated with the largest remainder (.8). The next weapon is allocated against the target type associated with the next largest remainder (.7). Since no unallocated weapons remain, the third target is not allocated additional weapons in this day.

(12) **F2FRT.** The alternate file reference table element F2FRT is included in order to extend the number of write files available to the Main Program of the AFP Combat Module beyond the standard number defined within the installation FORTRAN system library. The version of F2FRT included for the combat modules adds units 91-99 as alternate print symbionts. Figure D-28 provides the source listing of the alternate file reference table element.

```

1          FSFRT          99
2          PP             6
3          PU             1
4          CR             5
5          APR            91,92,93,94,95,96,97,98,99
6          RR             0
7      . 1 PRINT FILES = I/O UNIT 6
8      . 1 PUNCH FILE = I/O UNIT 1
9      . 1 CARD READ FILE = I/O UNIT 5
10     . 1 RE-READ FILE (NOT USED) = I/O UNIT 0
11     . 9 ALTERNATE PRINT SYMBIONTS = I/O UNITS 91-99
12     .
13     .      *** FILE DEFINITIONS ***
14     .
15     .
16     .      END

```

Figure D-28. Source Listing of the F2FRT Element of the Main Program of the AFP Combat Module

(13) IMAGES

(a) **Purpose.** For specified image intensifier and conditions, to return the number of resolvable cycles. Figure D-29 is a source listing of subroutine IMAGES.

(b) **Source.** IMAGES is an implementation of logic developed at the Night Vision Laboratory.

(c) **When Called.** From DETECT if the weapon platform in question depends on an image intensifier.

```

1  SUBROUTINE IMAGES(RC,ACON,ATTN,RNG,LSC,SOG,AL)
2
3      DIMENSION AMRCS(6,2),AMRCC(6,2),AMRCI(6,2)
4
5      LIGHT LEVELS,COEFF CURVE
6
7      DATA (AMRCS(I,1),I=1,6)/
8      1 0.01988,0.04195,0.11580,0.35398,1.11886,3.38584/
9
10     DATA (AMRCS(I,2),I=1,6)/
11     1 0.33982,0.41019,0.47368,0.48725,0.29944,-0.20059/
12
13     DATA (AMRCC(I,1),I=1,6)/
14     1 0.01285,0.02657,0.07682,0.22171,0.71499,2.09944/
15
16     DATA (AMRCC(I,2),I=1,6)/
17     1 0.19153,0.23353,0.24174,0.29012,0.10917,-0.12972/
18
19     DATA (AMRCI(I,1),I=1,6)/
20     1 0.01464,0.02648,0.06138,0.14226,0.54625,1.64788/
21     DATA (AMRCI(I,2),I=1,6)/
22     1 0.35622,0.36992,0.40250,0.61333,0.36543,0.28749/
23
24     IMAGE INTENSIFIER DEVICES (3,4,5)
25
26     RC=0.
27     RC1=0.
28     RC2=0.
29     C = ACON / (1.+SOG*(EXP(ATTN*RNG) -1.))
30
31     CHECK IF TOO DARK
32     IF (AL.LT.0.000001) GO TO 270
33
34     ACK=0.10
35     IF (AL.GT.0.1) GO TO 270
36
37     DO 200 II=1,5
38     IL1=II
39     IF (AL.LE.ACK.AND.AL.GE.ACK/10.) GO TO 210
40
41     ACK=ACK/10.
42
43     200 CONTINUE
44     210 IL2=IL1+1
45
46     IF (LSC.EQ.5) GO TO 220
47     IF (LSC.EQ.4) GO TO 230
48
49     IMAGE INTENSIFIER 3 STARLIGHT
50     RC1=C/(AMRCS(IL1,1)+AMRCS(IL1,2)*C)
51     RC2=C/(AMRCS(IL2,1)+AMRCS(IL2,2)*C)
52     GO TO 240
53
54     IMAGE INTENSIFIER 5 RED SIGHT
55     220 RC1=C/(AMRCI(IL1,1)+AMRCI(IL1,2)*C)
56     RC2=C/(AMRCI(IL2,1)+AMRCI(IL2,2)*C)
57     GO TO 240
58
59     IMAGE INTENSIFIER 4 CREW WPN S
60     230 RC1=C/(AMRCC(IL1,1)+AMRCC(IL1,2)*C)
61     RC2=C/(AMRCC(IL2,1)+AMRCC(IL2,2)*C)
62
63     240 IF (C.LT.0.02.OR.(C.LT.0.04.AND.IL1.EQ.5)) GO TO 270
64
65     IF (LSC.EQ.3) GO TO 250
66
67     IF (C.LT.0.07.AND.IL1.EQ.5) GO TO 270
68     IF (C.LT.0.33.AND.IL1.EQ.5) RC2=0.
69     GO TO 260
70
71     IF (C.LT..33.AND.IL1.EQ.5) GO TO 270
72     IF (C.LT..57.AND.IL1.EQ.5) RC2=0.
73
74     INTERPOLATE
75     260 RC=RC2+(RC1-RC2)*((AL-ACK/10.)/(ACK-ACK/10.))
76
77     270 RETURN
78     END

```

Figure D-29. Source Listing of the IMAGES Subroutine of the Main Program of the AFP Combat Module

(14) INPUT

(a) Purpose. To read input data from the run-specific file BASEDATA. Figure D-30 is a source listing of subroutine INPUT.

(b) When Called. Near beginning of MAIN.

Note: See Annex I to Appendix D for description of BASEDATA file.

(15) OPTICS

(a) Purpose. For specified optical band sensor and conditions, to return the number of resolvable cycles. Figure D-31 is a source listing of subroutine OPTICS.

(b) Source. OPTICS is an implementation of logic developed at the Night Vision Laboratory.

(c) When Called. From DETECT if the weapon platform in question depends on an optical band sensor.

(16) OUTPT

(a) Purpose. To write out the preparticipation reduced force allocations. Figure D-32 is a source listing of subroutine OUTPT.

(b) When Called. At the beginning of each day, by MAIN.

(c) Format. 16

```

1      SUBROUTINE INPUT
2
3      C
4      INCLUDE PARM
5      INCLUDE BK1
6      INCLUDE BK3
7      INCLUDE BK5
8      INCLUDE BK6
9      INCLUDE BK8
10     INCLUDE BK9
11     INCLUDE BK20
12     INCLUDE BK22
13     INCLUDE BK25
14
15     C
16     PARAMETER MAXWPN=100000,REFIRM=30.,SIZEL=-.01,SIZEU=5.0
17     PARAMETER RLITEM=650.
18     PARAMETER CNTRSL=.00,CNTRSU=25.00,ATTNM=15.0,RMAGM=125.
19     PARAMETER UBRUND=100.,UBPART=1.0
20     PARAMETER BRIGTM=7.00
21
22     C
23     CHARACTER*80 JUNK
24
25     C
26     DATA IER/0/
27
28     C
29     CONTINUE
30
31     C
32     DEFINE THE OUTPUT FILE
33     OUTFIL=6
34
35     C
36     STORE THE ID OF THE LAST PHASE, ASSUMED EQUAL TO THE NUMBER
37     OF PHASES
38     NPHASE=PHASE(IDAYS)
39
40     C
41     !!!! NSTAGO IS USED TO REDUCE THE NUMBER OF STAGES, SO IN !!!!!
42     !!!! NON TEST RUNS, MAKE INPUT VERY LARGE !!!!!
43
44     C
45     READ IN THE NUMBER OF DAYS, NUMBER OF WEAPONS FOR SIDES
46     1 AND 2, NUMBER OF ENVIRONMENTS, THE NUMBER OF STAGES,
47     AND THE NUMBER OF EXTERNAL WEAPONS FOR SIDES 1 AND 2
48
49     C
50     READ(IOUNIT,100) NDAYS,NTYPS(1),NTYPS(2),NENVIR,NSTAGO,
51     & NOEXT(1),NOEXT(2),NDTCTN
52     100 FORMAT(
53
54     C
55     IF ( (NDAYS.GT. IDAYS) .OR. (NDAYS.LT. 0) ) THEN
56       WRITE(OUTFIL,200) NDAYS
57       200 FORMAT(1X,30(1H*),5X,'NDAYS= ',I5,5X,30(1H*))
58       IER=1
59     ENDIF
60
61     C
62     IF ( (NTYPS(1).GT.ITYPS1) .OR. (NTYPS(1).LE.0) ) THEN
63       WRITE(OUTFIL,300) NTYPS(1)
64       300 FORMAT(1X,30(1H*),5X,'SIDE1 TYPES ',L5,5X,30(1H*))
65       IER=1
66     ENDIF
67
68     IF ( (NTYPS(2).GT.ITYPS2) .OR. (NTYPS(2).LE.0) ) THEN
69       WRITE(OUTFIL,400) NTYPS(2)
70       400 FORMAT(1X,30(1H*),5X,'SIDE2 TYPES ',I5,5X,30(1H*))
71       IER=1
72     ENDIF
73
74     C
75     IF ( (NENVIR.GT.IENVIR) .OR. (NENVIR.LE.0) ) THEN
76       WRITE(OUTFIL,500) NENVIR
77       500 FORMAT(1X,30(1H*),5X,'NENVIR=',I5,5X,30(1H*))
78       IER=1
79     ENDIF
80
81     C
82     IF ( (NSTAGO.GT.ISTAGE) .OR. (NSTAGO.LE.0) ) THEN
83       WRITE(OUTFIL,550) NSTAGO
84       550 FORMAT(1X,30(1H*),5X,'NSTAGO= ',I5,5X,30(1H*))
85       IER=1
86     ENDIF
87
88     C
89     IF ( (NPHASE.GT.IPHASE) .OR. (NPHASE.LE.0) ) THEN
90       WRITE(OUTFIL,600) NPHASE
91       600 FORMAT(1X,30(1H*),5X,'NPHASE=',I5,5X,30(1H*))
92       IER=1
93     ENDIF
94
95     IF ( (NOEXT(1).LT. 0) .OR. (NOEXT(1).GT.IEXT1) ) THEN
96       3220 WRITE(6,3220) NOEXT(1)
97       3220 FORMAT(1X,30(1H*),5X,'NOEXT(1)=',1X,I10,5X,30(1H*))
98       IER=1
99     ENDIF
100    IF ( (NOEXT(2).LT. 0) .OR. (NOEXT(2).GT.IEXT2) ) THEN

```

Figure D-30. Source Listing of the INPUT Subroutine of the Main Program of the AFP Combat Module
(page 1 of 4 pages)

```

82      WRITE(6,3240) NOEXT(2)
83      3240      FORMAT(1X,30(1H*),5X,'NOEXT(2)=',1X,I10,5X,30(1H*))
84      IER=1
85      ENDIF
86      IF (NDTCTN .LT. 1) THEN
87      WRITE (6,3241) NDTCTN
88      3241      FORMAT (1X, 30('*'), 5X, 'NDTCTN=', I10, 5X, 30('*'))
89      IER = 1
90      ENDIF
91      C
92      READ (IOUNIT,100) ((NS2DCT(I,J), J=1,NTYPS(I)), I=1,2)
93      DO 650 I = 1,2
94      DO 650 J = 1,NTYPS(I)
95      IF (NS2DCT(I,J) .LT. 0) THEN
96      3242      WRITE (6,3242) I, J, NS2DCT(I,J)
97      3242      FORMAT (1X, 30('*'), 5X, 'INDICES=', 2I3,
98      & NS2DCT=, I10, 5X, 30('*'))
99      IER = 1
100     ENDIF
101     650     CONTINUE
102     C
103     READ(IOUNIT,100) (((INSERT(I,J,K),I=1,NPHASE),K=1,NTYPS(J)),
104     & J=1,2)
105     DO 800 I=1,NPHASE
106     DO 800 J=1,2
107     DO 800 K=1,NTYPS(I)
108     IF ( (INSERT(I,J,K) .GT. MAXWPN) .OR.
109     & (INSERT(I,J,K) .LT. 0) ) THEN
110     WRITE(OUTFIL,700) I,J,K,INSERT(I,J,K)
111     700     FORMAT(1X,30(1H*),5X,'INDICES=',3(I4,2X),'INSERT=',
112     & I7,5X,30(1H*))
113     IER=1
114     ENDIF
115     800     CONTINUE
116     C
117     READ(IOUNIT,100) ((EXTLOS(I,J),J=1,NTYPS(I)),I=1,2)
118     DO 1000 I=1,2
119     DO 1000 J=1,NTYPS(I)
120     IF ( (EXTLOS(I,J) .GT. 1.0) .OR. (EXTLOS(I,J) .LT. 0.0) )
121     & THEN
122     WRITE(OUTFIL,900) I,J,EXTLOS(I,J)
123     900     FORMAT(1X,30(1H*),5X,'INDICES=',2(I4,2X),I8,5X,30(1H*))
124     IER=1
125     ENDIF
126     1000    CONTINUE
127     C
128     READ(IOUNIT,100) (((LIMITS(I,J,K),K=1,2),J=1,NTYPS(I)),I=1,2)
129     DO 1400 I=1,2
130     DO 1400 J=1,NTYPS(I)-NOEXT(I)
131     IF ( (LIMITS(I,J,2) .GT. IRANGE) .OR. (LIMITS(I,J,1) .LT. 1) )
132     & THEN
133     WRITE(OUTFIL,1300) I,J,LIMITS(I,J,1),LIMITS(I,J,2)
134     1300     FORMAT(1X,30(1H*),5X,'INDICES=',2(I5,5X),
135     & 'LOW LIMITS=',I3,5X,'HIGH LIMITS=',I3,
136     & 5X,30(1H*))
137     IER=1
138     ENDIF
139     1400    CONTINUE
140     C
141     READ(IOUNIT,100) (ENV DST(I),I=1,NENVIR)
142     DO 1600 I=1,NENVIR
143     IF ( (ENV DST(I) .GT. 1.0) .OR. (ENV DST(I) .LT. 0.0) ) THEN
144     WRITE(OUTFIL,1500) I,ENV DST(I)
145     1500     FORMAT(1X,30(1H*),5X,'INDEX=',I5,5X,'ENV DST=',F8.2,
146     & 5X,30(1H*))
147     IER=1
148     ENDIF
149     1600    CONTINUE
150     C
151     READ IN THE INDIRECT FIRE DISTRIBUTION
152     READ(IOUNIT,*) (((INDDST(I,J,K),K=1,IRANGE),J=1,NOEXT(I))
153     & I=1,2)
154     DO 1660 I=1,2
155     DO 1660 J=1,NOEXT(I)
156     DO 1660 K=1,IRANGE
157     IF ( (INDDST(I,J,K) .LT. 0.0) .OR. (INDDST(I,J,K) .GT. 1.0) )
158     & THEN
159     WRITE(OUTFIL,1620) I,J,K,INDDST(I,J,K)
160     1620     FORMAT(1X,30(1H*),5X,'INDICES=',3(I5,3X),
161     & 'INDIRECT DISTRIBUTION=',F8.4,5X,30(1H*))
162     IER=1
163     ENDIF

```

Figure D-30. Source Listing of the INPUT Subroutine of the Main Program of the AFP Combat Module
(page 2 of 4 pages)


```

164 1660 CONTINUE
165 READ(IJUNIT,100) (((REFIRE(I,J,K,L),L=1,NENVIR),K=1,NTYPS(3-I))
166 & J=1,NTYPS(I)),I=1,2)
167 DO 1800 I=1,2
168 DO 1800 J=1,NTYPS(I)
169 DO 1800 K=1,NTYPS(3-I)
170 DO 1800 L=1,NENVIR
171 IF ( (REFIRE(I,J,K,L).GT.REFIPM) .OR. (REFIRE(I,J,K,L).LT.0.0) )
172 & THEN
173 WRITE(OUTFIL,1700) I,J,K,L,REFIRE(I,J,K,L)
174 1700 FORMAT(1X,30(1H*),5X,"INDICES= ",4(15,3X),"REFIRE= ",
175 & F8.2,5X,30(1H*))
176 IER=1
177 ENDIF
178 1800 CONTINUE
179 C
180 READ(IJUNIT,100) (((SENSOR(I,J,K,L),L=1,2),K=1,NENVIR),
181 & RCDET(I,J),J=1,NTYPS(I)),I=1,2)
182 DO 2000 I=1,2
183 DO 2000 J=1,NTYPS(I)
184 DO 2000 K=1,NENVIR
185 DO 2000 L=1,2
186 IF ( (SENSOR(I,J,K,L).GT.ISENSR) .OR. (SENSOR(I,J,K,L).LT.0) )
187 & THEN
188 WRITE(OUTFIL,1900) I,J,K,L,SENSOR(I,J,K,L)
189 1900 FORMAT(1X,30(1H*),5X,"INDICES= ",4(15,3X),"SENSOR= ",
190 & I5,5X,30(1H*))
191 IFR=1
192 ENDIF
193 2000 CONTINUE
194 DO 2010 I=1,2
195 DO 2020 J=1,NTYPS(I)
196 IF (RCDET(I,J).LE.0.0) THEN
197 WRITE(OUTFIL,2021) I,J,RCDET(I,J)
198 2021 FORMAT(1X,30(1H*),5X,"INDICES= ",2I4," RCDET= ",
199 & 1PG11.4)
200 IER=1
201 ENDIF
202 2020 CONTINUE
203 2010 CONTINUE
204 C
205 READ(IJUNIT,100) (((SIZE(I,J,K),K=1,NENVIR),J=1,NTYPS(I)),
206 & I=1,2)
207 DO 2200 I=1,2
208 DO 2200 J=1,NTYPS(I)
209 DO 2200 K=1,NENVIR
210 IF ( (SIZE(I,J,K).GT.SIZEU) .OR. (SIZE(I,J,K).LT.SIZEL) )
211 & THEN
212 WRITE(OUTFIL,2100) I,J,K,SIZE(I,J,K)
213 2100 FORMAT(1X,30(1H*),5X,"INDICES= ",3(15,5X),"SIZE= ",
214 & F8.2,5X,30(1H*))
215 IER=1
216 ENDIF
217 2200 CONTINUE
218 C
219 READ(IJUNIT,100) (LIGHT(I),I=1,NENVIR)
220 DO 2400 I=1,NENVIR
221 IF ( (LIGHT(I).GT.RLITEM) .OR. (LIGHT(I).LT.0.0) ) THEN
222 WRITE(OUTFIL,2300) I,LIGHT(I)
223 2300 FORMAT(1X,30(1H*),5X,"INDEX= ",I5,5X,"LIGHT= ",F8.2,
224 & 5X,30(1H*))
225 IER=1
226 ENDIF
227 2400 CONTINUE
228 C
229 READ(IJUNIT,100) (((CNRST(I,J,K,L),L=1,ISGNTR),K=1,NENVIR)
230 & J=1,NTYPS(I)),I=1,2)
231 DO 2600 I=1,2
232 DO 2600 J=1,NTYPS(I)
233 DO 2600 K=1,NENVIR
234 DO 2600 L=1,ISGNTR
235 IF ( (CNRST(I,J,K,L).GT.CNTRSU) .OR. (CNRST(I,J,K,L).LT.
236 & CNTRSL) ) THEN
237 WRITE(OUTFIL,2500) I,J,K,L,CNRST(I,J,K,L)
238 2500 FORMAT(1X,30(1H*),5X,"INDICES= ",4(15,5X),"CNTRST= ",
239 & F8.2,5X,30(1H*))
240 IER=1
241 ENDIF
242 2600 CONTINUE
243 C
244 READ(IJUNIT,100) (ATTN(I,J),J=1,NENVIR),I=1,ISENSR)
245 DO 2800 I=1,ISENSR

```

Figure D-30. Source Listing of the INPUT Subroutine of the Main Program of the AFP Combat Module
(page 3 of 4 pages)

```

246      DO 2800 J=1,NENVIR
247      IF ( (ATTN(I,J).GT.ATTNM) .OR. (ATTN(I,J).LT.0.0) )
248      & THEN
249      WRITE(OUTFIL,2700) I,J,ATTN(I,J)
250      2700 FORMAT(1X,30(1H*),5X,"INDICES= ",2(I5,3X),"ATTN= ",
251      & F8.2,5X,30(1H*))
252      IER=1
253      ENDIF
254      2800 CONTINUE
255      C
256      READ(IOUNIT,100) (MAG(I),I=1,ISENSR)
257      DO 3000 I=1,ISENSR
258      IF ( (MAG(I).GT.RMAGM) .OR. (MAG(I).LT.0.0) ) THEN
259      WRITE(OUTFIL,2900) I,MAG(I)
260      2900 FORMAT(1X,30(1H*),5X,"INDEX= ",I5,5X,"MAG= ",F8.2,
261      & 5X,30(1H*))
262      IER=1
263      ENDIF
264      3000 CONTINUE
265      C
266      READ(IOUNIT,100) (BRIGHT(I),I=1,NENVIR)
267      DO 3200 I=1,NENVIR
268      IF ( (BRIGHT(I).GT.BRIGHTM) .OR. (BRIGHT(I).LT.1.0) )
269      & THEN
270      WRITE(OUTFIL,3100) I,BRIGHT(I)
271      3100 FORMAT(1X,30(1H*),5X,"INDEX= ",I5,5X,"BRIGHT= ",F8.2,
272      & 5X,30(1H*))
273      IER=1
274      ENDIF
275      3200 CONTINUE
276      IF ( (NOEXT(1)+NOEXT(2)) .EQ. 0 ) GOTO 3500
277      C READ IN THE PARTICIPATION RATES
278      READ(IOUNIT,*) (((INDPAR(I,J,K),K=1,NTYPS(I)),J=1,NOEXT(I))
279      & ,I=1,2)
280      DO 3250 I=1,2
281      DO 3250 J=1,NOEXT(I)
282      DO 3250 K=1,NTYPS(I)
283      IF ( ( INDPAR(I,J,K) .LT. 0.0 ) .OR. ( INDPAR(I,J,K) .GT.
284      & UPRUND ) ) THEN
285      WRITE(OUTFIL,3225) I,J,K,INDPAR(I,J,K)
286      3225 FORMAT(1X,30(1H*),5X,"INDICES= ",3(I5,3X)
287      & ,"PARTICIPATION= ",F8.4,5X,30(1H*))
288      IER=1
289      ENDIF
290      3250 CONTINUE
291      READ(IOUNIT,100) (((((EXT(I,J,K,L,M),M=1,IRANGE),L=1,NENVIR)
292      & ,K=1,NTYPS(3-I)),J=1,NOEXT(I)),I=1,2)
293      DO 3400 I=1,2
294      DO 3400 J=1,NOEXT(I)
295      DO 3400 K=1,NTYPS(3-I)
296      DO 3400 L=1,NENVIR
297      DO 3400 M=1,IRANGE
298      IF ( ( EXT(I,J,K,L,M) .LT. 0.0 ) .OR.
299      & ( EXT(I,J,K,L,M) .GT. UPRUND ) ) THEN
300      WRITE(OUTFIL,3300) I,J,K,L,M,EXT(I,J,K,L,M)
301      3300 FORMAT(1X,30(1H*),5X,"INDICES= ",5(I5,5X),"EXT= ",
302      & F8.2,5X,30(1H*))
303      IER=1
304      ENDIF
305      3400 CONTINUE
306      READ(IOUNIT,100) ((EXTPER(I,J),J=1,NOEXT(I)),I=1,2)
307      DO 3430 I=1,2
308      DO 3430 J=1,NOEXT(I)
309      IF ( ( EXTPER(I,J) .LT. 0.0 ) .OR. ( EXTPER(I,J) .GT. 1.0 ) ) THEN
310      WRITE(OUTFIL,3420) I,J,EXTPER(I,J)
311      3420 FORMAT(1X,30(1H*),5X,"INDICES= ",2(I5,5X),"EXTPER= ",F8.2
312      & 5X,30(1H*))
313      IER=1
314      ENDIF
315      3430 CONTINUE
316      3500 CONTINUE
317      READ(IOUNIT,100) ((AMOTYP(I,J,K),K=1,NTYPS(3-I)),J=1,NTYPS(I))
318      & ,I=1,2)
319      READ(IOUNIT,100) LOGIT,STATE
320      C CHECK THAT NO DATA IS LEFT
321      READ(IOUNIT,10000,END=10100) JUNK
322      10000 FORMAT(A1)
323      WRITE(OUTFIL,10050) JUNK
324      10050 FORMAT(1X,10(1H*),5X,"LEFTOVER DATA ",A20,5X,10(1H*))
325      IER=1
326      10100 IF ( IER .EQ. 1 ) STOP
327      RETURN
328      END

```

Figure D-30. Source Listing of the INPUT Subroutine of the Main Program of the AFP Combat Module
(page 4 of 4 pages)

```

1      SUBROUTINE OPTICS(RC,ACON,ATTN,RNG,LSC,SOG,ALEV,MODE,AMAG)
2      C
3      DIMENSION RCDAT(7),RC3(2)
4      C
5      DATA RCDAT/2.74,2.74,2.29,1.80,1.32,0.47,0.14/
6      C                                     VISIBLE BAND DEVICES
7      RC=0.
8      C = ACON / (1.+SOG * (EXP(ATTN * RNG)-1.0))
9      C
10     IF (LSC.EQ.10) GO TO 250
11     IF (LSC.EQ.12) GO TO 250
12     IF (LSC.EQ.15) GO TO 250
13     C                                     30% LOST BY OPTICAL
14     IF (LSC.EQ.2) ALEV=ALEV*0.7
15     C
16     ACK=100.
17     C
18     IF (ALEV.LT.100.) GO TO 100
19     C                                     OVERCAST DAYLIGHT
20     IL1=1
21     IL2=1
22     ALEV=100.
23     GO TO 120
24     C
25     100 IF (ALEV.LT.0.0001) GO TO 320
26     C                                     CHECK IF TOO DARK
27     DO 110 I=1,6
28     IL1=I
29     IF (ALEV.LE.ACK.AND.ALEV.GE.ACK/10.) GO TO 120
30     ACK=ACK/10.
31     110 CONTINUE
32     C
33     120 IL2=IL1+1
34     C                                     DETERMINE LIGHT LEVEL RANGE
35     130 RC3(1)=0.
36     RC3(2)=0.
37     DO 240 I=1,2
38     IF (I.EQ.1) LIGHT=IL1
39     IF (I.EQ.2) LIGHT=IL2
40     C
41     RC3(I)=RCDAT(LIGHT)
42     C
43     IF (C.GT.0.8) GO TO 240
44     C
45     GO TO (140,160,180,190,200,210,220),LIGHT
46     C                                     (OVERCAST DAY 100 FT CDLS)
47     140 IF (C.LE.0.25) GO TO 150
48     C
49     RC3(I)=2.8839221*(C**0.2291015)
50     C
51     GO TO 240
52     C
53     150 IF (C.LT.0.025) GO TO 230
54     C
55     RC3(I)=2.3365166-0.0509533/C
56     GO TO 240
57     C                                     (HEAVILY OVERCAST DAY 10 FT CDL
58     160 IF (C.LT.0.35) GO TO 170
59     C
60     RC3(I)=2.8667792*(C**0.2251284)
61     GO TO 240
62     C
63     170 IF (C.LT.0.025) GO TO 230
64     C
65     RC3(I)=2.3262999-0.0514585/C
66     GO TO 240
67     C                                     (SUNSET OVERCAST DAY 1.0 FT CDLS
68     180 IF (C.GT.0.7) GO TO 240
69     C
70     IF (C.LT.0.03) GO TO 230
71     C
72     RC3(I)=C/(0.0497605+0.3579996*C)
73     GO TO 240
74     C                                     (1/4 HR AFTER SUNSET 0.1 FT CDLS)
75     190 IF (C.GT.0.7) GO TO 240
76     IF (C.LT.0.05) GO TO 230
77     C
78     RC3(I)=1.6149345-0.0651033/C
79     C
80     GO TO 240
81     C                                     (1/2 HR AFTER SUNSET 0.01 FT CDLS)

```

Figure D-31. Source Listing of the OPTICS Subroutine of the Main Program of the AFP Combat Module
(page 1 of 2 pages)

```

200 IF (C.LT.0.084) GO TO 230
C      RC3(I)=1.336422-0.1123916/C
      GO TO 240
210 IF (C.LT.0.18) GO TO 230      (MOONLIGHT CLEAR 0.001 FT CDL)
C      RC3(I)=0.5686696-0.0968436/C
      GO TO 240
220 IF (C.LT.0.5) GO TO 230      (MOONLIGHT CLEAR NIGHT 0.0001)
C      RC3(I)=0.29-0.12/C
      GO TO 240
230 RC3(I)=0.0      TOO DARK
240 CONTINUE
C      RC1=RC3(1)
      RC2=RC3(2)
      RC=RC2+(RC1-RC2)*((ALEV-ACK/10.)/(ACK-ACK/10.)) INTERPOLATE
C      RC=RC*AMAG
      GO TO 320
250 IF (ALEV .LT. 10. .AND. LSC .NE. 15) GO TO 320      SILICON TELEVISIONS
C      C=C*1.63      CHECK LIMINAL CONTRAST
      IF (C.LT.0.01) GO TO 320
      IF (LSC.EQ.12) GO TO 260
      IF (LSC.EQ.15) GO TO 270
C      RC=13.43*C/(0.0303+0.1473*C)
      IF (MODE.EQ.1) RC=RC/8.
      GO TO 320
260 RC=8.06*C/(0.0206+.2559*C)
      IF (MODE.EQ.2) RC=RC*4.0
      GO TO 320
270 IF (ALEV.LT..01) GO TO 280
C      IF (C.LT.0.035) GO TO 320
      IF (C.GE.0.035) RC=-1.25+63.66*C
      IF (C.GE.0.115) RC=3.48+23.39*C
      IF (C.GT.0.24) RC=8.38+3.41*C
      GO TO 310
280 IF (ALEV.LT.0.001) GO TO 290
C      IF (C.LT.0.05) GO TO 320
      IF (C.GE.0.05) RC=-2.47+57.59*C
      IF (C.GE.0.15) RC=4.13+14.24*C
      IF (C.GT.0.35) RC=8.01+3.17*C
      GO TO 310
290 IF (ALEV.LT.0.0001) GO TO 300
C      IF (C.LT.0.082) GO TO 320
      IF (C.GE.0.082) RC=-2.12+29.62*C
      IF (C.GT.0.23) RC=3.70+5.42*C
      GO TO 310
300 IF (ALEV.LT.0.00001) GO TO 320
C      IF (C.LT.0.15) GO TO 320
      IF (C.LE.0.34) RC=-2.14+15.39*C
      IF (C.GT.0.34) RC=1.91+3.66*C
310 IF (MODE.EQ.1) RC=RC/3.0
C
320 RETURN
      END

```

Figure D-31. Source Listing of the OPTICS Subroutine of the Main Program of the AFP Combat Module
(page 2 of 2 pages)

```

1      SUBROUTINE OUTPT(REPSX,DAYSX)
2      C
3      INCLUDE PARM
4      INCLUDE BK1
5      INCLUDE BK2
6      INCLUDE BK6
7      INCLUDE BK13
8      C
9      INTEGER SIDEX,TYPSX,TYPESX,OUTFIL,REPSX,DAYSX
10     C
11     C
12     C
13     OUTFIL=6
14     C
15     IOPTR9=REPSX+(DAYSX-1)*N90
16     IOPTR9=IOPTR9+PREF4+IREPS*IDAYS
17     C
18     CC100  WRITE(OUTFIL,100)
19     CC      FORMAT(//,T51,"DIRECT ASSIGNMENTS",/)
20     CC      DO 100 SIDEX=1,2
21     CC      DO 100 TYPSX=1,NTYPS(SIDEX)
22     CC      ISUM=0
23     CC      DO 150 TYPESX=1,NTYPS(3-SIDEX)
24     CC      ISUM=ISUM+FORCES(SIDEX,TYPSX,TYPESX)
25     CC150  CONTINUE
26     CC      IF ( ISUM .LE. 0 ) GOTO 300
27     CC      WRITE(OUTFIL,200) SIDEX,TYPSX,(FORCES(SIDEX,TYPSX,TYPESX)
28     CC      & ,TYPESX=1,NTYPS(3-SIDEX))
29     CC200  FORMAT(1X,12,3X,13,7,500(1X,10(18,2X),/))
30     CC300  CONTINUE
31     C      WRITE OUT THE FORCE ALLOCATIONS
32     C      WRITE(IU9,IOPTR9,225,ERR=250)
33     C      & ((FORCES(I,J,K),K=1,NTYPS(3-I)),J=1,NTYPS(I)),I=1,2)
34     225  FORMAT(500(500I6))
35     GOTO 275
36     250  CONTINUE
37     WRITE(OUTFIL,260) REPSX,DAYSX
38     260  FORMAT(1X,30(1H*),5X,REP=,13,3X,"DAY=",13,3X
39     & ,"ALLOCATION WRITEOUT DIRECT ERROR",5X,30(1H*))
40     STOP
41     275  CONTINUE
42     RETURN
43     END

```

Figure D-32. Source Listing of the OUTPT Subroutine of the Main Program of the AFP Combat Module

(17) STPREP

(a) **Purpose.** To prepare the status table and to determine the maximum number of shots in each duel in a conflict. Figure D-33 is a source listing of subroutine STPREP.

(b) **When Called.** Every time another conflict is scheduled, for every pair of opposing types, environment and range. This routine is called by MAIN.

(c) Subtasks

1. Computes the number of duels in the conflict.
2. Sets the entries for each duel to zero.
3. Stores the odds in each entry.
4. Bounds the number of shots in the conflict by the sum of:
 - a. Conflict duration/refire time for smaller side.
 - b. (Conflict duration/refire time) x largest odds for the larger side.

```

1      SUBROUTINE STPREP(*,RANGEX,ENVIRX,TYPS1X,TYPS2X)
2
3      C
4      C      !!!!! NSTAGE WILL TRUNCATE THE NUMBER OF STAGES UNLESS !!!!!
5      C      !!!!! IT IS SET TO A LARGE NUMBER WHEN RUNNING !!!!!
6
7      INCLUDE PARM
8      INCLUDE BK1
9      INCLUDE BK2
10     INCLUDE BK3
11     INCLUDE BK4
12     INCLUDE BK11
13     INCLUDE BK16
14     INCLUDE BK22
15
16     C
17     DIMENSION TIMES(2)
18
19     C
20     INTEGER RANGEX,ENVIRX,CONFLX,TYPS1X,TYPS2X,ODDSX
21
22     C
23     CONTINUE
24     C CREATE THE STATUS TABLE ENTRIES
25     CNFLCT=0
26     IF ( REFIRE(1,TYPS1X,TYPS2X,ENVIRX) *
27         & REFIRE(2,TYPS2X,TYPS1X,ENVIRX) .LT. SMALL2 ) THEN
28         NSTAGE=0
29         GOTO 999
30     ENDIF
31     CONFLX=0
32
33     C LOOP THROUGH THE ODDS
34     DO 1700 ODDSX=1,NODDS
35     C SKIP IF NO CONFLICTS
36     IF ( ODDSX(ODDSX) .EQ. 0 ) GOTO 1700
37     IF ( CNFLD(ODDSX,RANGEX,ENVIRX) .LE. 0 )
38         & GOTO 1700
39     CNFLCT=CNFLD(ODDSX,RANGEX,ENVIRX)+CNFLCT
40     IF ( CNFLCT .EQ. 0 ) GOTO 1700
41     IF ( CNFLCT .GT. ICONFL ) THEN
42         WRITE(6,1475) CNFLCT,ODDSX,RANGEX,ENVIRX
43         FORMAT(1X,30(1H*),4(15,2X),
44             & 'STATUS TABLE TOO LARGE',5X,30(1H*))
45         STOP
46     ENDIF
47     CONTINUE
48     CONFLX=CONFLX+1
49
50     C INITIALIZE THE STATUS TABLE ENTRIES
51     DO 1600 I=1,ILEN
52         STATUS(CONFLX,I)=0.0
53     CONTINUE
54     STATUS(CONFLX,2)=MIN(100DS,ODDS(ODDSX))+.1
55
56     C
57     INITIALIZE SHOT COUNTS
58     CSHOTS(1,CONFLX) = 0
59     CSHOTS(2,CONFLX) = 0
60
61     C IF NOT FINISHED, GO BACK TO CREATE ANOTHER ENTRY
62     IF ( CONFLX .LT. CNFLCT ) GOTO 1500
63     CONTINUE
64
65     C CHECK FOR NO CONFLICTS LEFT
66     IF ( CNFLCT .EQ. 0 ) GOTO 999
67
68     C SEEK MAX NUMBER OF CONFLICTS
69     IF ( CNFLCT.GT.MAXCON )
70         MAXCON=CNFLCT
71
72     C STAGE LOOP
73     C CALCULATE THE NUMBER OF SHOTS IN THE TIME ALLOTTED
74     TIMES(1)=PROJECT(TYPS2X,3)/REFIRE(1,TYPS1X,TYPS2X
75         & ,ENVIRX)
76     TIMES(2)=PROJECT(TYPS2X,3)/REFIRE(2,TYPS2X,TYPS1X
77         & ,ENVIRX)
78     TEMP=TIMES(SMALER)+(MINO(100DS,ODDS(NODDS))
79         & *TIMES(BIGGER))
80     NSTAGE=MIN( NSTAGO,IFIX(TEMP + 0.5) )
81
82     999 CONTINUE
83
84     CCCC FOLLOWING TRACE ADDED FOR TEST PURPOSES, 18 JAN 84:
85     CC      WRITE (6,66) TYPS1X, TYPS2X, RANGEX, NSTAGE
86     CC      FORMAT ( *,*, STPREP: TYPS1X =, 15,
87         & TYPS2X =, 15, RANGEX =, 15,
88         & NSTAGE =, 15)
89     CCCC END OF TEST TRACE
90     IF (NSTAGE .LE. 0) .OR. (CNFLCT .EQ. 0) RETURN 1
91     RETURN
92     END

```

Figure D-33. Source Listing of the STPREP Subroutine of the Main Program of the AFP Combat Module

(18) THERMO

(a) **Purpose.** For specified infrared (thermal) band sensor and conditions, to return the number of resolvable cycles. Figure D-34 is a source listing of subroutine THERMO.

(b) **Source.** THERMO is an implementation of logic developed at the Night Vision Laboratory.

(c) **When Called.** From DETECT if the weapon platform in question depends on a thermal band sensor.

```

1      SUBROUTINE THERMO(RC,ACON,ATTN,RNG,LSC,MODE)
2      C
3      C                                     THERMO DEVICES (6,7,8,9,11,14)
4      RC=0.
5      C = ACON * EXP(-ATTN * RNG)
6      C
7      IF (LSC.EQ.8) GO TO 330
8      C                                     TEMPERATURE TOO LOW
9      IF (C.LE.0.0112) GO TO 350
10     C
11     IF (LSC.EQ.9) GO TO 340
12     C
13     IF (LSC.EQ.11) GO TO 300
14     C
15     IF (LSC.EQ.14) GO TO 310
16     GO TO 320
17     C                                     NIGHT SIGHTS
18     300 RC=C/(0.0207+0.1291*C)
19     IF (MODE.EQ.1) RC=RC/3.0
20     GO TO 350
21     C
22     310 IF (C.LT.0.037) GO TO 350
23     RC=(0.91287*C)/(0.0297567+0.1991449*C)
24     IF (MODE.EQ.1) RC=RC/3.0
25     GO TO 350
26     C
27     320 IF (C.LE.0.133) RC=C/(0.09772+0.34779*C)
28     C
29     IF (C.GT.0.133.AND.C.LE.8.380) RC=C/(0.08162+0.54786*
30     1      C)
31     C
32     IF (C.GT.8.380) RC=2.0
33     C                                     THERMO DEVICE 6 NARROW FOV
34     IF (LSC.EQ.6.AND.MODE.EQ.2) RC=RC*3.0
35     C
36     GO TO 350
37     C                                     THERMO DEVICE 8
38     330 IF (C.LT.0.037) GO TO 350
39     C
40     RC=C/(0.0297567+.1991449*C)
41     C
42     IF (C.GT.2.18) RC=5.1
43     IF (MODE.EQ.1) RC=RC/3.0
44     GO TO 350
45     C
46     C                                     AIRBORNE FLIR
47     340 RC=C/(.0289+.1092*C)
48     C
49     IF (MODE.EQ.1) RC=RC/4.0
50     350 RETURN
51     END

```

Figure D-34. Source Listing of the THERMO Subroutine of the Main Program of the AFP Combat Module

(19) GETPKS

(a) **Purpose.** To input a set of SSPKs for a single Blue weapon type (TYPE1) versus all Red weapon types. Figure D-35 is a source listing of subroutine GETPKS.

(b) **When Called.** From MAIN whenever the index of the Side 1 (Blue) direct fire weapon type is incremented.

(c) **Task.** Retrieve SSPK data as needed from the previously prepared PKS file described in Annex VI of Appendix D and in paragraph D-VII-4 of Annex VII to Appendix D.

```

1      SUBROUTINE GETPKS (TYPE1)
2      C *****
3      C *
4      C * GETPKS: GET PKS FOR A BLUE TYPE VS ALL RED TYPES
5      C *
6      C *****
7      C
8      C INPUT ARGUMENT (INTEGER):
9      C   TYPE1 = BLUE WEAPON TYPE
10     C
11     C NOTE: THIS ROUTINE ASSUMES THAT THE REQUESTS FOR PK'S, AS WELL
12     C       AS THE INPUT FILE, ARE SORTED IN ORDER OF INCREASING BLUE TYPE
13     C
14     C INCLUDE PARM,LIST
15     C INCLUDE BK11,LIST
16     C INTEGER TYPE1
17     C IF (KEYU1 .NE. TYPE1) THEN
18     C   ZERO PKS
19     C   CALL ZERO (PKS, 2*ITYPE*IPKS*IRANGE)
20     C   FLUSH ANY IRRELEVANT INPUT RECORDS
21     C   IF (IU1T1 .GE. TYPE1) GOTO 199
22     C   READ (IU1,END=999) IU1S, IU1T1, IU1T2, PK1
23     C   GOTO 100
24     C   CONTINUE
25     C   PROCESS RECORDS FOR TYPE1, TRANSFERRING DATA TO PKS ARRAY
26     C   IF (IU1T1 .NE. TYPE1) GOTO 299
27     C   DO 300 I = 1,IRANGE
28     C     PKS(IU1S,IU1T2,4,I) = PK1(I)
29     C   CONTINUE
30     C   GET THE NEXT RECORD
31     C   READ (IU1,END=999) IU1S, IU1T1, IU1T2, PK1
32     C   GOTO 200
33     C   CONTINUE
34     C   KEYU1 = TYPE1
35     C   ENDF
36     C   RETURN
37     C   CONTINUE @ END OF FILE
38     C   FORCE INPUT RECORD TYPE1 HIGH
39     C   IU1T1 = 999999
40     C   RETURN
41     C   END

```

Figure D-35. Source Listing of the GETPKS Subroutine of the Main Program of the AFP Combat Module

(20) **ZERO.** Subroutine ZERO sets all the elements of a real array of length N to 0.0. Figure D-36 is a source listing of subroutine ZERO.

```

1      SUBROUTINE ZERO (A,N)
2      C *****
3      C *
4      C * ZERO: ZERO A REAL MATRIX
5      C *
6      C *****
7      C
8      REAL A(N)
9      DO 100 I = 1,N
10     A(I) = 0.0
11     CONTINUE
12     RETURN
13     END

```

Figure D-36. Source Listing of the ZERO Subroutine of the Main Program of the AFP Combat Module

(21) **IZERO.** Subroutine IZERO sets all the elements of an integer array of length N to 0. Figure D-37 is a source listing of subroutine IZERO.

```

1      SUBROUTINE IZERO (IA,N)
2      C *****
3      C *
4      C * ZERO: ZERO AN INTEGER MATRIX
5      C *
6      C *****
7      C
8      INTEGER IA(N)
9      DO 100 I = 1,N
10     IA(I) = 0
11     CONTINUE
12     RETURN
13     END

```

Figure D-37. Source Listing of the IZERO Subroutine of the Main Program of the AFP Combat Module

(22) **ALLZ**. Logical subroutine ALLZ tests the elements of a real array of length N for zero value. If all elements are zero, the function returns the value .TRUE. The first nonzero value in the array causes the function to return a value of .FALSE. Figure D-38 is a source listing of logical function ALLZ.

```

1      LOGICAL FUNCTION ALLZ (A,N)
2      C *****
3      C *
4      C * ALLZ: TEST A REAL MATRIX FOR ALL ZERO ELEMENTS
5      C *
6      C *****
7      C
8      REAL A(N)
9      ALLZ = .TRUE.
10     DO 100 I = 1,N
11         IF (A(I) .NE. 0.0) THEN
12             ALLZ = .FALSE.
13             GOTO 199
14         ENDIF
15     100 CONTINUE
16     199 CONTINUE
17     RETURN
18     END

```

Figure D-38. Source Listing of the ALLZ Subroutine of the Main Program of the AFP Combat Module

(23) **IALLZ**. Logical function subroutine IALLZ tests the elements of an integer array of length N for zero value. If all elements are zero, the function returns the value .TRUE. The first nonzero value in the array causes the function to return a value of .FALSE. Figure D-39 is a source listing of logical function IALLZ.

```

1      LOGICAL FUNCTION IALLZ (IA,N)
2      C *****
3      C *
4      C * ALLZ: TEST AN INTEGER MATRIX FOR ALL ZERO ELEMENTS
5      C *
6      C *****
7      C
8      INTEGER IA(N)
9      IALLZ = .TRUE.
10     DO 100 I = 1,N
11         IF (IA(I) .NE. 0) THEN
12             IALLZ = .FALSE.
13             GOTO 199
14         ENDIF
15     100 CONTINUE
16     199 CONTINUE
17     RETURN
18     END

```

Figure D-39. Source Listing of the IALLZ Subroutine of the Main Program of the AFP Combat Module

d. **MAP Element.** Figure D-40 provides a listing of the MAP element for collection of the program elements of the Main Program within the AFP Combat Module.

```

1  @MAP,E ,H7AFP.870MAIN
2  IN H7AFP.CNFALC
3  IN H7AFP.CNFLC1
4  IN H7AFP.CNFTMS
5  IN H7AFP.DETECT
6  IN H7AFP.DIRIO
7  IN H7AFP.DIRKLS
8  IN H7AFP.EXTASG
9  IN H7AFP.EXTKLS
10 IN H7AFP.FIMSLU
11 IN H7AFP.FRCALC
12 IN H7AFP.F2FRT
13 IN H7AFP.IMAGES
14 IN H7AFP.INPUT
15 IN H7AFP.MAIN
16 IN H7AFP.OPTICS
17 IN H7AFP.OUTPUT
18 IN H7AFP.STPREP
19 IN H7AFP.THERMO
20 IN H7AFP.GETPKS
21 IN H7AFP.ZERO
22 IN H7AFP.IZERO
23 IN H7AFP.ALLZ
24 IN H7AFP.IALLZ
25 LIB LIBS*IMSL.
26 IN C1T057,C34567,CIM46,C34,C15,CIM67,CM16,CIM1,C137,CM27,CM47, ;
27 CM3,CM126,C36,C67,CM167,CM367,CIM3,CM237,C145,CM37,C37,CIM678, ;
28 CM234,CM67
29 END

```

Figure D-40. Listing of the MAP Element for Collection
of the Program Elements of the Main Program
of the AFP Combat Module



ANNEX I TO APPENDIX D

AFP BASEDATA FILE

Section I. OVERVIEW

D-I-1. This annex describes the input file, H7BASEDATA, which contains: the force inventories; data required for the Combat Module detection routine; weapon refire times; indirect fire expected functional damage values; distribution of artillery tubes to range bands; and external or noncombat losses. These data vary by posture and environment, so there are 16 elements within the H7BASEDATA file for every force evaluated. The data are entered into labeled workfiles which are read by programs which construct the 16 environmental elements.

D-I-2. Figure D-I-1 illustrates the process by which the H7BASEDATA file is generated. Source worksheets are developed using references and judgment as appropriate. These data are then keyed into the workfile elements which are clearly labeled to facilitate their use. Eleven programs and system EDITOR routines are used to construct the 16 file elements in the format required by the Combat Module.

H7BASEDATA Organization

	Lines
Miscellaneous data	1-1
Detection based on rounds fired	2-13
Force inventories	14-133
External losses	134-253
Minimum and maximum weapon ranges	254-373
Number of environmental sites	374-374
Indirect shooter range distribution	375-394
Weapon refire times	395-1114
Sensor types, signature sought, resolvable cycles	1115-1234
Sensing size	1235-1354
Light level	1355-1355
Signature emitted	1356-1475
Atmospheric attenuation	1476-1479
Magnification	1480-1483
Sky over ground-brightness	1484-1484
Indirect fire participation	1485-1604
Indirect fire expected fractional damage	1605-2804
Percentage of indirect fire on duels	2805-2806
Ammunition type	2807-3166
Print switches	3167-3167

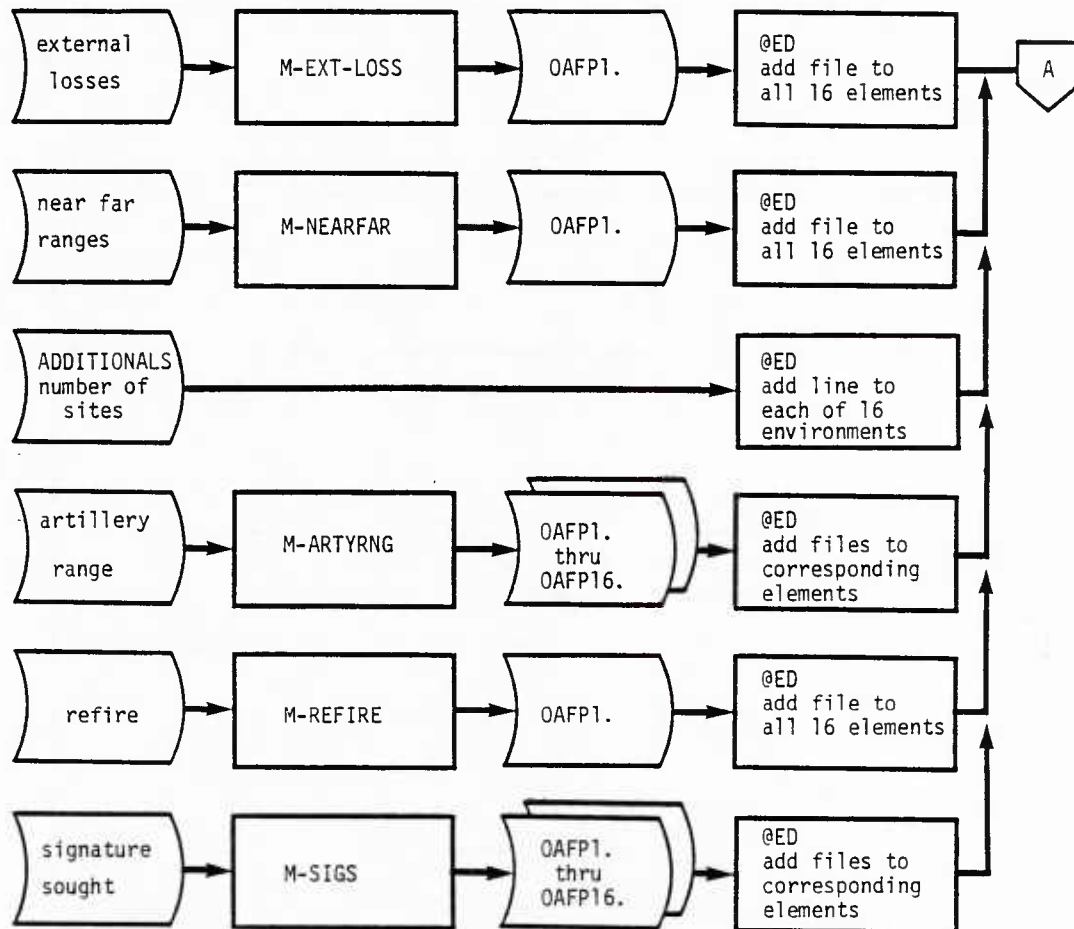


Figure D-I-1. BASEDATA Element Generation
(page 2 of 4 pages)

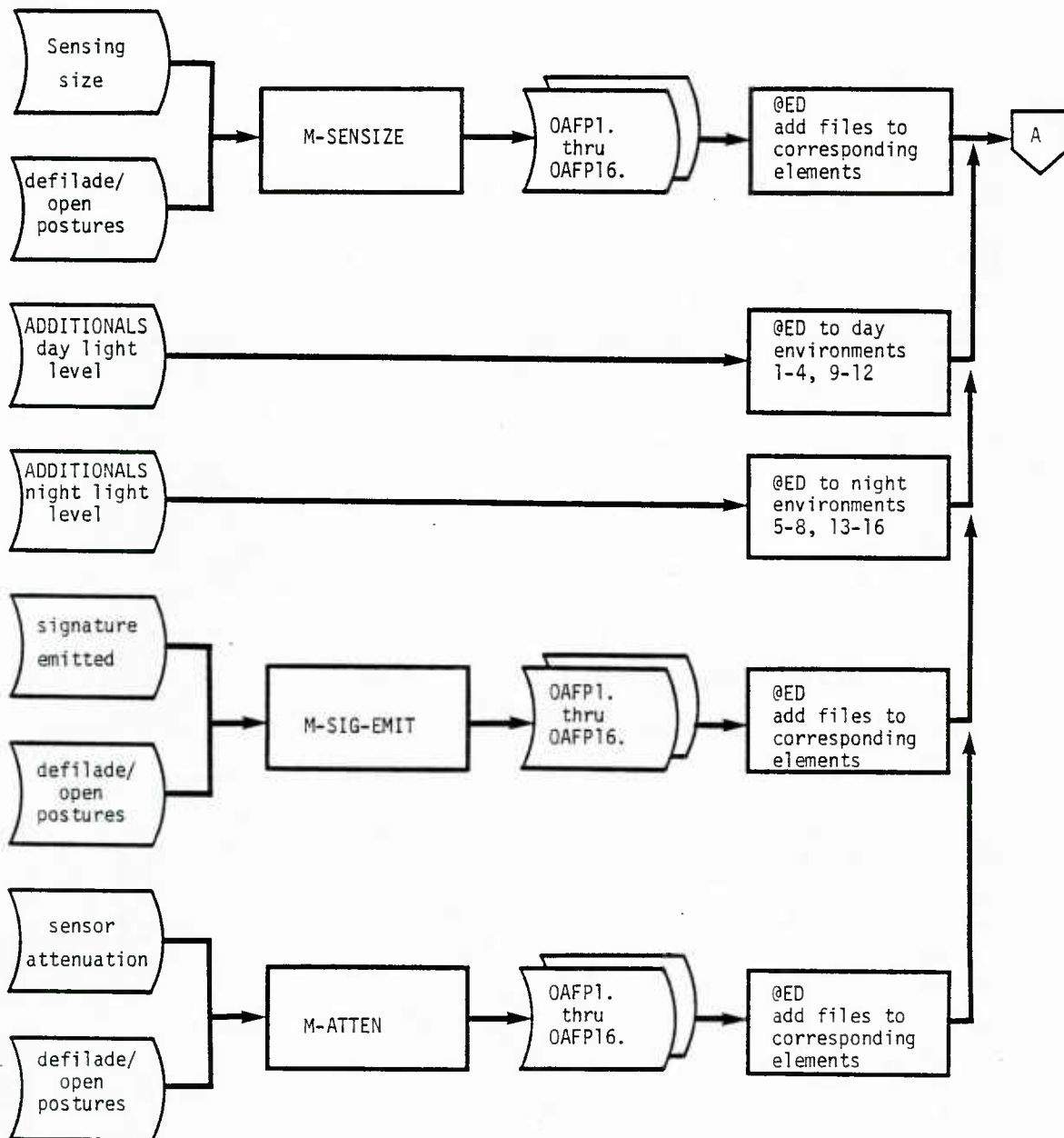


Figure D-I-1. BASEDATA Element Generation
(page 3 of 4 pages)

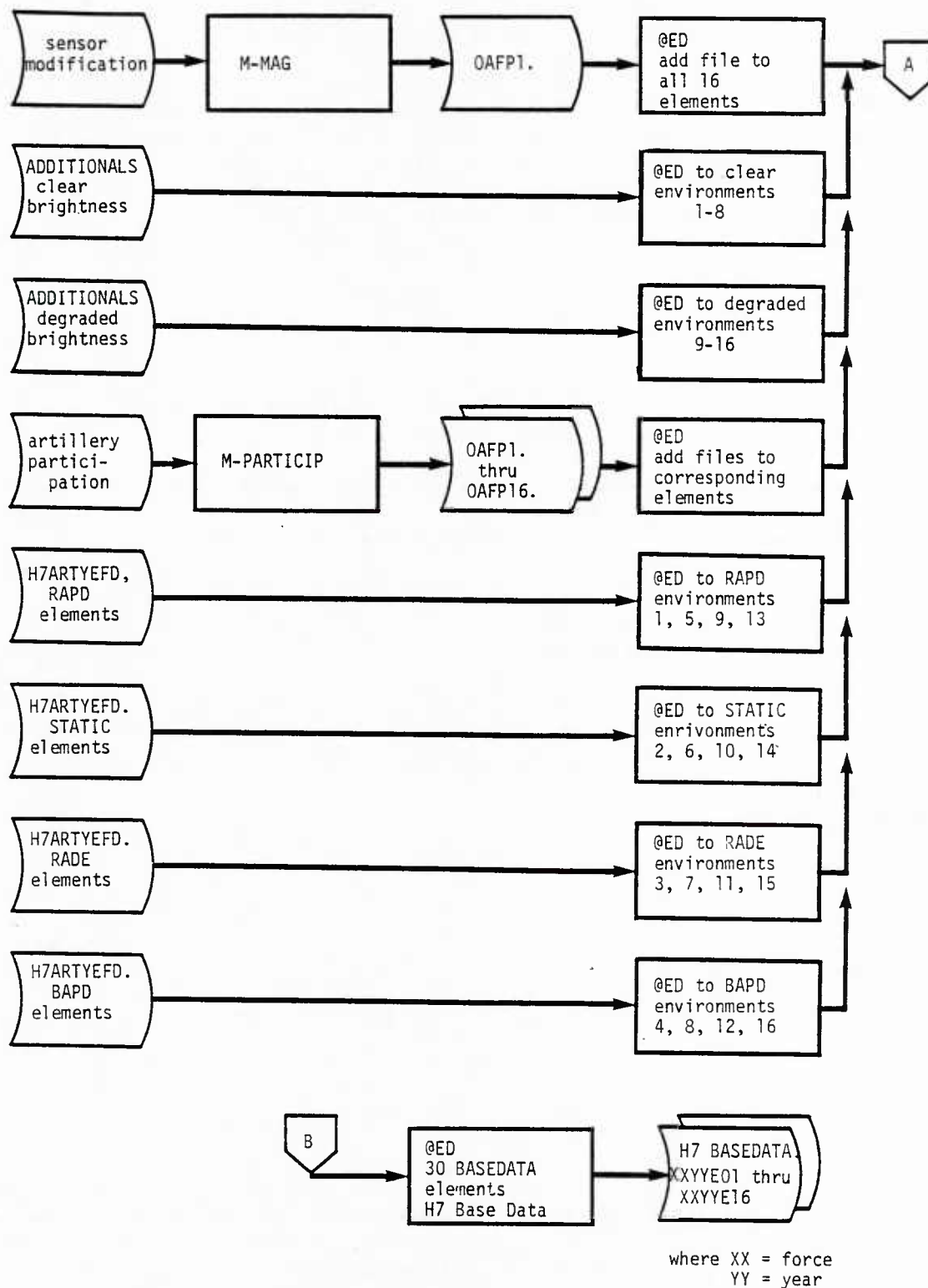


Figure D-I-1. BASEDATA Element Generation
(page 4 of 4 pages)

Table D-I-1 shows the relationship between the H7BASEDATA file (combat module format) and the H7AFPPFILES (labeled format) workfiles. One section, indirect fire expected fractional damage, comes from a different file, H7ARTYEFD. The workfile elements contain the data required for all 16 elements of H7BASEDATA. It should be noted that some of the data, such as weapon refire times, are the same for all 16 environments while some data vary by combat posture and other data vary by environmental condition, i.e., day or night and clear and degraded conditions. The programs which build H7BASEDATA select the appropriate data from the workfiles for each AFP environment. Also, there are two workfile elements which define the force ratio for each environment, and the open or defilade condition of each side for all environments.

**Table D-I-1. Combat Module Format Basedata With
Related Labeled Elements**

H7BASEDATA element	H7AFPPFILES
<u>Section</u>	<u>Element</u>
Miscellaneous data	ADDITIONALS
Detection based on rounds fired	ADDITIONALS
Force inventories	INVENTORY
	INV-FACTORS
External losses	EXT-LOSSES
Minimum and maximum weapon ranges	NEAR-FAR
Number of environmental sites	ADDITIONALS
Indirect shooter range distribution	ARTY-RANGE
Weapon refire times	REFIRE
Sensor types, signature sought, resolvable cycles	SIG-SOUGHT
Sensing size	SENSING-SIZE
Light level	ADDITIONALS
Signature emitted	SIG-EMIT
Atmospheric attenuation	SENSOR-ATTEN
Magnification	SENSOR-MAG
Brightness	ADDITIONALS
Indirect fire participation	PARTICIPATE
Indirect fire expected fractional damage	H7ARTYEFD. elements
Percentage of indirect fire on duels	ADDITIONALS
Ammunition type	ADDITIONALS
Print switches	ADDITIONALS

The subsequent sections of this annex describe the workfiles, the program which generates the elements for the 16 environments, runstreams used in the process, and the file elements in the format requisite for input to the Combat Module. Indirect fire expected fractional damage will be explained in Annex D-VIII. The EFDs are generated using a different preprocessor which is documented in that annex.

Section II. INPUT WORKFILE ELEMENTS

D-I-3. ADDITIONALS. The data in H7AFPPFILES.Additionals are the miscellaneous values which appear as less than 10 lines in the H7BASEDATA file. Figure D-I-2 is an example of an Additionals element. The first line contains the data which appear as the first line of each H7BASEDATA element. The first entry on line 1 reading from left to right depicts the number of days of AFP combat to be evaluated (2 days in this example). The next two entries (60 60) indicate the number of AFP types on Side 1 and Side 2, respectively. The fourth entry (1) specifies the number of environments followed by the maximum number of stages (4,000). Positions 6 and 7 (10 10) are the number of indirect shooters on Side 1 and Side 2, and the last position (5) indicates the maximum number of unsuccessful detection attempts per shot cycle. Lines 2 through 13 of H7AFPPFILES.Additionals, which are also lines 2 through 13 of each element in H7BASEDATA, relate to the number of rounds that a shooter fires before his opponent shoots back--given that the opponent failed to successfully detect via the NVL detection routine. This feature is intended to allow those who fail to detect to return fire based on the perception that they are being fired upon. Lines 2-7 contain the values for Side 1 shooters by type (B01-B60) while lines 8 through 13 contain the values for Side 2 shooters by type (R01-R60). Each entry represents the number of rounds that the shooter (who has detected) will fire before the opponent (who has not detected) will begin firing. For example, the first entry on line 2, (20), means that Side 1, type 1, (or B01), will fire 20 rounds at any nondetecting opponent before the opponent begins returning fire. Line 14 of H7AFPPFILES.Additionals appears as line 374 of each H7BASEDATA element. The value, which is a constant 1.00, indicates the number of environmental sites. Since each of the 16 AFP environments have been established as independent runs, the environmental site value has always been 1.00. The next two lines of H7AFPPFILES.Additionals (lines 15 and 16) are light level inputs to the detection routine. The value of 600.00 (line 15) is used for the eight daytime environments, and the .0001 value (line 16) is used for the eight nighttime environments. Line 1355 of H7BASEDATA contains the light level input value. Lines 17 and 18 of H7AFPPFILES.Additionals contain the sky over ground or brightness values for clear and degraded environmental conditions. The value of 3.00 (line 17) is used for clear conditions, day or night, and 1.00 (line 18) is used for degraded conditions. Line 1484 of each H7BASEDATA element contains the appropriate brightness value. The next two lines of the H7AFPPFILES.Additionals element pertain to the percentage of each indirect shooter's fire allocated to the direct fire duels. Line 19 contains the values for the 10 Side 1 indirect shooters while line 20 contains the 10 Side 2 values. The 10 shooters for each side correspond to AFP types B51 through B60 and R51 through R60. The entry of .7 in the first position on line 19 means that 70 percent of type B51 fire would be allocated to direct fire duels and that the remaining 30 percent would be involved in counterbattery or countermortar fire missions. The values for percentage of indirect fire allocation are contained in lines 2805 and 2806 of each H7BASEDATA element. Line 2805 contains the values for Side 1, types 51-60, and line 2806 represents Side 2 input for

types 51-60. Lines 21 through 380 contain the ammunition type which are currently set to a default value of 1. The last line, line 381, has two logical variables used as print switches. If the first is TRUE, the conflicts log file is written to output. If the second is TRUE, other debug information is written.

Table D-I-2 summarizes the ADDITIONALS sections.

Table D-I-2. ADDITIONALS Element Sections

Section	Lines
Number of days of combat	1
Number of Side 1 AFP types	1
Number of Side 2 AFP types	1
Number of environmental sites	1
Maximum number of stages	1
Number of Side 1 indirect shooters	1
Number of Side 2 indirect shooters	1
Maximum number of unsuccessful detection attempts	1
Detection based on rounds fired	2-13
Number of environmental sites	14
Daytime light level	15
Nighttime light level	16
Brightness for clear conditions	17
Brightness for degraded conditions	18
Percentage indirect shooters fire allocated to direct fire (Side 1)	19
Percentage indirect shooters fire allocated to direct fire (Side 2)	20
Ammunition type	21-380
Print switches	381

```

1      2      60      60      1      4000      10      10      5 (MISC DATA)
2      20 20 5 5 5 1 1 1 1 1 1 (DETECTION)
3      1 1 1 1 1 1 1 1 1 1 1
4      1 1 1 1 1 1 1 1 1 1 1
5      1 1 1 1 1 1 1 1 1 1 1
6      1 1 1 1 1 1 1 1 1 1 1
7      1 1 1 1 1 1 1 1 1 1 1
8      20 20 5 5 5 1 1 1 1 1 1
9      1 1 1 1 1 1 1 1 1 1 1
10     1 1 1 1 1 1 1 1 1 1 1
11     1 1 1 1 1 1 1 1 1 1 1
12     1 1 1 1 1 1 1 1 1 1 1
13     1 1 1 1 1 1 1 1 1 1 1
14     1.00
15     600.00 (# SITES)
16     0.001 (LIGHT DAY)
17     3.00 (LIGHT NIGHT)
18     1.00 (CLEAR)
19     .7 .7 .7 1. 1. 1. .6 .1 1. 1. (DEGRADE)
20     .7 .7 .7 1. 1. 1. .6 .1 1. 1. (% DIRECT FIRE)
21     1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 (AMMO)
LINES 22 - 379 HAVE BEEN OMITTED TO SHORTEN THIS FIGURE
THE VALUES ARE IDENTICAL TO LINE 21
380     1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
381     .FALSE. .FALSE. (PRT SWITCHES)

```

Figure D-I-2. ADDITIONALS

D-I-4. INVENTORIES. Figure D-I-3 illustrates the labeled version of the force inventories which are elements in the file H7AFPPFILES. Each inventory element contains the number of Side 1 and Side 2 types to be evaluated in the Combat Module. The elements are presently structured for 60 types per side. B01 is the AFP designation for Side 1, type 1, while R01 represents Side 2, type 1. As shown at Figure D-I-3, the AFP number is in columns 1 through 3. If the item is "super trooped," there is an asterisk (*) immediately following the AFP number. See paragraph D-I-5 for an explanation of "super troops." Following the AFP number is a 10-character name of the type equipment being input. The next column depicts the number of items to be input to the Combat Module for one division. The number of divisions on Side 1 and Side 2 vary with the combat postures. A separate element in H7AFPPFILES called INV-FACTORS is used to multiply the values contained in the inventory element to produce the desired inventory values by environment. Figure D-I-4 shows the multiplication factors for the Blue (Side 1) and Red (Side 2) divisions by environment. As an example, for environment 1 which is Red Attack-Blue Prepared Defense, each item in the Red inventory would be multiplied by 3 to produce the desired force ratio of three Red divisions to one Blue division. Returning to Figure D-I-3, the final column is used to flag inventory values not to be increased by the multiplication factors. An entry of "N" in this column will result in an environmental element where the value used in the #Items/Div column is used for the type flagged while all other types are multiplied by the number of divisions as appropriate.

D-I-5. SUPER TROOPS. Certain inventory values are divided by 10 to expedite processing time by limiting the number of identical type-on-type duels and to facilitate use of the allocation routine which is greatly influenced by inventory density. The AFP types divided by 10 are referred to as "super troops." In Figure D-I-3, the number of effective M-16s is shown as 107. Since B02 is one of the "super-trooped" types as indicated by the asterisk in the AFP # column, the real value is 1,070 rather than 107. Lines 14 through 133 of each H7BASEDATA element contain the number of each type to be input to the Combat Module. The values are for Side 1, Types 1-60, followed by Side 2, Types 1-60.

D-I-6. EXTERNAL LOSSES. Figure D-I-5 illustrates the EXT-LOSSES element of H7AFPPFILES. This element contains, for each type on each side, the number of noncombat losses. These losses are deducted from the inventory values for each AFP type prior to the allocation process and are intended to model effects such as broken tracks which preclude combat engagement. To date, this feature has not been used. The external loss input values appear on lines 134 through 253 of H7BASEDATA and are sequenced as Side 1, types 1-60, followed by Side 2, types 1-60.

D-I-7. NEAR-FAR. Figure D-I-6 is an example of the NEAR-FAR element of H7AFPPFILES. The element contains the AFP number, description, and weapon minimum and maximum range band value for each type on Side 1 followed by Side 2. The file is used by the AFP Combat Module to prevent unnecessary subroutine calls. The near and far values for B02 in the example mean that an M16 has SSPKs in range bands 1 (250 meters) and 2 (500 meters) but not in the remaining four bands. The far-band value must be at least equal to the greatest range at which the type weapon has an SSPK value. An input value for a range band which exceeds the SSPK range will have no effect of the Combat Module results but will cause larger processing time than is necessary. The NEAR-FAR input values are lines 254 through 373 of each H7BASEDATA element. The values are for Side 1, types 1 through 60, followed by Side 2, types 1 through 60.

D-I-8. INDIRECT SHOOTER RANGE DISTRIBUTION. Figure D-I-7 illustrates the indirect shooter range distribution element, H7AFPPFILES.ARTY-RANGE. Each indirect shooter, B51 through B60 and R51 through R60, directs a percentage of its fire at a certain range. Those percentages, which vary by posture and day/night conditions, are shown in tables. Dummy shooters have an even distribution across all ranges. The correspondence between the conditions (posture, day/night) and the environments is hardwired in the labeled to Combat Module conversion program. There is no program to convert module format to labeled.

D-I-9. REFIRE TIME. Figure D-I-8 illustrates the REFIRE element of H7AFPPFILES. The values in this element represent the time between rounds expressed in minutes. The element shows for each of the Side 1 and Side 2 shooters the weapon used against each target and the refire time for the weapon. Each AFP type shooter may fire one or more weapons but may fire only one weapon per target. In the example shown, the shooter is B16 or the IFV. The Bushmaster is used against personnel targets while the ATGM is used against light and heavy armored vehicles. The times between rounds for the Bushmaster and TOW are .05 minutes and 1 minute, respectively. The default value of 6.66 is used as the refire time for opposing types which the shooter does not engage. The refire times are contained in lines 395 through 1114 of each H7BASEDATA element.

D-I-10. SIGNATURE SOUGHT. Figure D-I-9 illustrates H7AFPPFILES.SIG-SOUGHT, the element which specifies the type of sensor to be used for each AFP type as well as the type of signature sought by the sensor and the number of resolvable cycles required for successful detection. The sensor numbers (SEN # column) correspond to the sensors listed in the sensor attenuation element illustrated in Figure D-I-13. The SIG column is the type signature sought; 1=light contrast, 2=delta temperature, and 3=silicon. The RC column is the resolvable cycles required for detection. The sensors used vary by visibility conditions, clear day, clear night, degraded day, and degraded night. Only one sensor may be used at one time. However, sensors may be changed when conditions change. Night sights are used for night environments. This element is classified SECRET. However, the values in Figure D-I-9 have been changed to keep this documentation UNCLASSIFIED.

	AFP #	EQUIPMENT	# ITEMS/DIV	MULTIP?
1				
2				
3	B001 *	BTRP DEEP	389	-----
4	B002 *	M-16	107	
5	B003 *	7.62GM	39	
6	B004 *	M650GM	00	
7	B005 *	M203	75	
8	B006 *	SAW	00	
9	B007	M113	460	
10	B008	90MMRR	00	
11	B009	106MRR	00	
12	B010	DUMMY	00	
13	B011	DRAGON	278	
14	B012	ITV-2	00	
15	B013	VIPER	00	
16	B014	LAW	135	
17	B015	ITV-1	146	
18	B016	IFV	00	
19	B017	CFV	00	
20	B018	1/4T TOW I	00	
21	B019	M48A5	00	
22	B020	M1E1	00	
23	B021	M551	00	
24	B022	M60A3	00	
25	B023	M1	00	
26	B024	M60A1	291	
27	B025	M60A2	00	
28	B026	DIVAD	00	
29	B027	VULC1	24	
30	B028	1/4T TOWII	00	
31	B029	HMV W TOWII	00	
32	B030	FAV TOW I	00	
33	B031	STINGER	00	
34	B032	CHAP1	24	
35	B033	REDEYE	83	
36	B034	FAV TOWII	00	
37	B035	LAV25 TOWII	00	
38	B036	AH-1S	42	
39	B037	AH-64	00	
40	B038	AH-1G	00	
41	B039	M113 W M19	00	
42	B040	HMV W M19	00	
43	B041	A10	24	
44	B042 *	LT VEH D	44	
45	B043 *	HVY ARM D	22	
46	B044 *	LT ARM D	18	
47	B045	UH-60A	00	
48	B046	CEV	8	
49	B047	UH-1H	25	
50	B048	OH-58	52	
51	B049	UC3V	00	
52	B050	M081M	00	
53	B051	M081S	54	
54	B052	M4.2M	00	
55	B053	M4.2S	53	
56	B054	M060	00	
57	B055	H-155T	00	
58	B056	H155S	54	
59	B057	H203S	12	
60	B058	MLRS	00	
61	B059	H-105T	00	
62	B060	H-203T	00	
63	R001 *	RTRP DEEP	509	
64	R002 *	AKS-74	160	
65	R003 *	7.60GM	51	
66	R004	RSNIPE	63	
67	R005	GREN30	21	

Figure D-I-3. Labeled Inventory Element
(page 1 of 2 pages)

68	R06	BRDM-2	31
69	R07	BTR-60	137
70	R08	BMP-R	6
71	R09	DUMMY	00
72	R10	DUMMY	00
73	R11	SPG-9	00
74	R12	RPG-16	1400
75	R13	AT-5	9
76	R14	AT-7	28
77	R15	RPG 7	1600
78	R16	BMP2M	1422
79	R17	DUMMY	00
80	R18	DUMMY	00
81	R19	DUMMY	00
82	R20	DUMMY	00
83	R21	T55	81
84	R22	T62	13
85	R23	T64	42
86	R24	T72	900
87	R25	T80	26
88	R26	ZSU-23	16
89	R27	DUMMY	00
90	R28	DUMMY	00
91	R29	DUMMY	00
92	R30	SA-14	39
93	R31	SA-6	7
94	R32	SA-7	64
95	R33	SA-8	8
96	R34	SA-9	8
97	R35	SA-11	00
98	R36	HOPLITE	22
99	R37	HIP-E	12
100	R38	HIND-D	00
101	R39	DUMMY	00
102	R40	DUMMY	00
103	R41	MIG-21	24
104	R42	* LT VEH D	88
105	R43	HVY ARM* D	18
106	R44	* LT ARM D	4
107	R45	DUMMY	00
108	R46	ACRV-2 C8C	00
109	R47	DUMMY	00
110	R48	DUMMY	00
111	R49	DUMMY	00
112	R50	DUMMY	00
113	R51	M082*	4
114	R52	*120T	57
115	R53	DUMMY	00
116	R54	DUMMY	00
117	R55	DUMMY	00
118	R56	H122T/S	100
119	R57	H152T/S	20
120	R58	L122T+	18
121	R59	DUMMY	00
122	R60	DUMMY	0

NOTES FOR INVENTORY FILE:

- (1) THE # ITEMS/DIV IS READ WITH A FORMATTED READ AND IS THEREFORE COLUMN DEPENDENT. MAKE SURE THE NUMBER ENDS IN COL 28.
- (2) MULTIP? COLUMN IS FOR ITEMS THAT SHOULD NOT BE MULTIPLIED BY THE FORCE RATIO
AN 'N' IN COLUMN 40 WILL CAUSE # ITEMS/DIV TO BE MOVED DIRECTLY TO THE BASEDATA FILE
- (3) AFP # FOLLOWED BY * IN COL 5 INDICATES THE ITEM IS A SUPERTROOP. THE # ITEMS/DIV HAS BEEN DIVIDED BY 10.

Figure D-I-3. Labeled Inventory Element
(page 2 of 2 pages)

ENVIRON	# BLUE DIVS	# RED DIVS	POSTURE
1 DAY CLEAR	1	3	RAPD---
2 DAY CLEAR	1	1	STATIC
3 DAY CLEAR	1	4	RADE
4 DAY CLEAR	3	1	BAPD
5 NIGHT CLEAR	1	3	RAPD
6 NIGHT CLEAR	1	1	STATIC
7 NIGHT CLEAR	1	4	RADE
8 NIGHT CLEAR	3	1	BAPD
9 DAY DEGRADE	1	3	RAPD
10 DAY DEGRADE	1	1	STATIC
11 DAY DEGRADE	1	4	RADE
12 DAY DEGRADE	3	1	BAPD
13 NIGHT DEGRADE	1	3	RAPD
14 NIGHT DEGRADE	1	1	STATIC
15 NIGHT DEGRADE	1	4	RADE
16 NIGHT DEGRADE	3	1	BAPD

Figure D-I-4. Force Multiplication Factors

EXTERNAL LOSSES FILES

AFP #	EQUIPMENT	LOSSES
B01	ETRP	0.0
B02	M-16	00.00
B03	7.62GM	00.00
B04	M650GM	00.00
B05	M203	00.00
B06	SAW	00.00
B07	M113	00.00
B08	DUMMY	00.00
B09	DUMMY	00.00
B10	M113 w TOW	00.00
B11	DRAGON	00.00
B12	ITV	00.00
B13	VIPER	00.00
B14	LAW	00.00
B15	DUMMY	00.00
B16	IFV	00.00
B17	CFV	00.00
B18	DUMMY	00.00
B19	DUMMY	00.00
B20	M1E1	00.00
B21	M551	00.00
B22	M60A3	00.00
B23	M1	00.00
B24	M60A1	00.00
B25	M60A2	00.00
B26	DIVAD	00.00
B27	VULC1	00.00
B28	DUMMY	00.00
B29	DUMMY	00.00
B30	DUMMY	00.00
B31	STINGER	00.00
B32	CHAP1	00.00
B33	REDEYE	00.00
B34	DUMMY	00.00
B35	DUMMY	00.00
B36	AH-1S	00.00
B37	AH-64	00.00
B38	DUMMY	00.00
B39	DUMMY	00.00
B40	DUMMY	00.00
B41	A10	00.00
B42	DUMMY	00.00
B43	DUMMY	00.00
B44	DUMMY	00.00
B45	UH-60A	00.00
B46	CEV	00.00
B47	UH-1H	00.00
B48	OH-58	00.00
B49	UC3V	00.00
B50	M081M	00.00
B51	M081S	00.00
B52	M4.2M	00.00
B53	M4.2S	00.00
B54	DUMMY	00.00
B55	DUMMY	00.00
B56	H155S	00.00
B57	H203S	00.00
B58	MLRS	00.00
B59	DUMMY	00.00
B60	DUMMY	00.00

Figure D-I-5. Labeled External Loss Element
(page 1 of 2 pages)

R01	RTRP	00.0
R02	AKS-74	00.0
R03	7.60GM	00.0
R04	RSNIPE	00.0
R05	GRENSD	00.0
R06	BRDM-2	00.0
R07	ETR-60	00.0
R08	EMP-R	00.0
R09	DUMMY	00.0
R10	DUMMY	00.0
R11	SPG-9	00.0
R12	RPG-16	00.0
R13	AT-5	00.0
R14	AT-7	00.0
R15	RPG 7	00.0
R16	BMP2M	00.0
R17	DUMMY	00.0
R18	DUMMY	00.0
R19	DUMMY	00.0
R20	DUMMY	00.0
R21	T55	00.0
R22	T62	00.0
R23	T64	00.0
R24	T72	00.0
R25	T80	00.0
R26	ZSU-23	00.0
R27	DUMMY	00.0
R28	DUMMY	00.0
R29	DUMMY	00.0
R30	SA-14	00.0
R31	SA-6	00.0
R32	SA-7	00.0
R33	SA-8	00.0
R34	SA-9	00.0
R35	SA-11	00.0
R36	HOPLITE	00.0
R37	HIP-E	00.0
R38	HIND-D	00.0
R39	DUMMY	00.0
R40	DUMMY	00.0
R41	MIG-21	00.0
R42	DUMMY	00.0
R43	DUMMY	00.0
R44	DUMMY	00.0
R45	DUMMY	00.0
R46	ACRV-2 C&C	00.0
R47	DUMMY	00.0
R48	DUMMY	00.0
R49	DUMMY	00.0
R50	DUMMY	00.0
R51	M082M	00.0
R52	M120T	00.0
R53	DUMMY	00.0
R54	DUMMY	00.0
R55	DUMMY	00.0
R56	H122T/S	00.0
R57	H152T/S	00.0
R58	L122T+	00.0
R59	DUMMY	00.0
R60	DUMMY	00.0

Figure D-I-5. Labeled External Loss Element
(page 2 of 2 pages)

NEAR FAR RANGE BANDS FILE

AFP #	EQUIPMENT	RANGE BANDS:	
		NEAR	FAR
B01--	STRP-----	6	6
B02	M-16	1	2
B03	7.62GM	1	3
B04	M650GM	1	4
B05	M203	1	2
B06	SAW	1	2
B07	M113	1	4
B08	90MMRR	1	2
B09	DUMMY	1	3
B10	DUMMY	1	3
B11	DRAGON	1	4
B12	ITV-2	1	5
B13	VIPER	1	5
B14	LAW	1	2
B15	ITV-1	1	3
B16	IFV	1	3
B17	CFV	1	3
B18	1/4T TOWI	1	3
B19	M48A5	1	3
B20	M1E1	1	3
B21	M551	1	3
B22	M60A3	1	3
B23	M1	1	3
B24	M60A1	1	3
B25	M60A2	1	3
B26	DIVAD	1	3
B27	VULC1	1	3
B28	1/4T TOWII	1	3
B29	DUMMY	1	3
B30	DUMMY	1	3
B31	STINGER	1	3
B32	CHAP 1	1	3
B33	REDEYE	1	3
B34	DUMMY	1	3
B35	DUMMY	1	3
B36	AH-1S	1	3
B37	AH-64	1	3
B38	DUMMY	1	3
B39	DUMMY	1	3
B40	DUMMY	1	3
B41	A10	1	3
B42	LT VEH DEEP	6	6
B43	HVY ARM DEEP	6	6
B44	LT ARM DEEP	6	6
B45	UH-60A	1	3
B46	CEV	1	3
B47	UH-1H	1	3
B48	OH-58	1	3
B49	UC3V	1	3
B50	M081M	1	6
B51	M081S	1	3
B52	M4.2M	1	3
B53	M4.2S	1	3
B54	DUMMY	1	6
B55	DUMMY	1	6
B56	H155S	1	6
B57	H203S	1	6
B58	MLRS	1	6
B59	DUMMY	1	6

Figure D-I-6. Labeled NEAR-FAR Element
(page 1 of 2 pages)

R60	DUMMY	1	6
R01	RTRP	6	6
R02	AKS-74	1	2
R03	7.60GM	1	2
R04	RSNIPE	1	3
R05	GREN30	1	2
R06	BRDM-2	1	4
R07	BTR-60	1	4
R08	BMP-R	1	4
R09	DUMMY	1	5
R10	DUMMY	1	5
R11	SPG-9	1	3
R12	RPG-16	1	2
R13	AT-5	1	5
R14	AT-7	1	3
R15	RPG 7	1	1
R16	BMP2M	1	5
R17	DUMMY	1	5
R18	DUMMY	1	5
R19	DUMMY	1	5
R20	DUMMY	1	5
R21	T55	1	5
R22	T62	1	5
R23	T64	1	5
R24	T72	1	5
R25	T80	1	5
R26	ZSU-23	1	5
R27	DUMMY	1	5
R28	DUMMY	1	5
R29	DUMMY	1	5
R30	SA-14	1	5
R31	SA-6	1	5
R32	SA-7	1	5
R33	SA-8	1	5
R34	SA-9	1	5
R35	SA-11	1	5
R36	HOPLITE	1	5
R37	HIP-E	1	5
R38	HIND-D	1	5
R39	DUMMY	1	5
R40	DUMMY	1	5
R41	MIG-21	1	5
R42	LT VEH DEEP	6	6
R43	HVY ARM DEEP	6	6
R44	LT ARM DEEP	6	6
R45	DUMMY	1	5
R46	ACRV-2 C&C	1	5
R47	DUMMY	1	5
R48	DUMMY	1	5
R49	DUMMY	1	5
R50	DUMMY	1	5
R51	M082M	1	5
R52	M120T	1	5
R53	DUMMY	1	5
R54	DUMMY	1	6
R55	DUMMY	1	6
R56	H122T/S	1	6
R57	H152T/S	1	6
R58	L122T+	1	6
R59	DUMMY	1	6
R60	DUMMY	1	6
END OF FILE			

Figure D-I-6. Labeled NEAR-FAR Element
(page 2 of 2 pages)

ARTY RANGE DISTRIBUTION FILES

AFP		RAPD	DAY	(ENVIRON	1,9)		RAPD	NIGHT	(ENVIRON	5,13)	
#	TYPE	250	500	1000	1500	2500	250	500	1000	1500	2500
B51	M081S	.70	.20	.10	.0	.0	.70	.20	.10	.0	.0
B52	M4.2M	.60	.20	.10	.10	.0	.60	.20	.10	.10	.0
B53	M4.2S	.60	.20	.10	.10	.0	.60	.20	.10	.10	.0
B54	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
B55	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
B56	H155S	.25	.25	.15	.20	.10	.25	.25	.15	.20	.10
B57	H203S	.15	.15	.00	.00	.00	.15	.15	.00	.00	.00
B58	MLRS	.0	.0	.0	.0	.10	.0	.0	.0	.0	.10
B59	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
B60	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R51	M082M	.70	.20	.10	.0	.0	.70	.20	.10	.0	.0
R52	M120T	.60	.20	.10	.10	.0	.60	.20	.10	.10	.0
R53	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R54	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R55	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R56	H122T/S	.25	.25	.15	.20	.10	.25	.25	.15	.20	.10
R57	H152T/S	.13	.13	.12	.16	.06	.13	.13	.12	.16	.06
R58	L122T+	.20	.25	.30	.10	.10	.20	.25	.30	.10	.10
R59	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R60	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17

AFP		STATIC	DAY	(ENVIRON	2,10)		STATIC	NIGHT	(ENVIRON	6,14)	
#	TYPE	250	500	1000	1500	2500	250	500	1000	1500	2500
B51	M081S	.70	.20	.10	.0	.0	.70	.20	.10	.0	.0
B52	M4.2M	.60	.20	.10	.10	.0	.60	.20	.10	.10	.0
B53	M4.2S	.60	.20	.10	.10	.0	.60	.20	.10	.10	.0
B54	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
B55	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
B56	H155S	.25	.25	.15	.20	.10	.25	.25	.15	.20	.10
B57	H203S	.15	.15	.00	.00	.00	.15	.15	.00	.00	.00
B58	MLRS	.0	.0	.0	.0	.10	.0	.0	.0	.0	.10
B59	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
B60	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R51	M082M	.70	.20	.10	.0	.0	.70	.20	.10	.0	.0
R52	M120T	.60	.20	.10	.10	.0	.60	.20	.10	.10	.0
R53	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R54	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R55	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R56	H122T/S	.25	.25	.15	.20	.10	.25	.25	.15	.20	.10
R57	H152T/S	.13	.13	.12	.16	.06	.13	.13	.12	.16	.06
R58	L122T+	.20	.25	.30	.10	.10	.20	.25	.30	.10	.10
R59	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R60	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17

AFP		RADE	DAY	(ENVIRON	3,11)		RADE	NIGHT	(ENVIRON	7,15)	
#	TYPE	250	500	1000	1500	2500	250	500	1000	1500	2500
B51	M081S	.70	.20	.10	.0	.0	.70	.20	.10	.0	.0
B52	M4.2M	.60	.20	.10	.10	.0	.60	.20	.10	.10	.0
B53	M4.2S	.60	.20	.10	.10	.0	.60	.20	.10	.10	.0
B54	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
B55	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
B56	H155S	.25	.25	.15	.20	.10	.25	.25	.15	.20	.10
B57	H203S	.15	.15	.00	.00	.00	.15	.15	.00	.00	.00
B58	MLRS	.0	.0	.0	.0	.10	.0	.0	.0	.0	.10
B59	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
B60	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R51	M082M	.70	.20	.10	.0	.0	.70	.20	.10	.0	.0
R52	M120T	.60	.20	.10	.10	.0	.60	.20	.10	.10	.0
R53	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R54	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R55	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R56	H122T/S	.25	.25	.15	.20	.10	.25	.25	.15	.20	.10
R57	H152T/S	.13	.13	.12	.16	.06	.13	.13	.12	.16	.06
R58	L122T+	.20	.25	.30	.10	.10	.20	.25	.30	.10	.10
R59	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R60	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17

AFP		BAPD	DAY	(ENVIRON	4,12)		BAPD	NIGHT	(ENVIRON	8,16)	
#	TYPE	250	500	1000	1500	2500	250	500	1000	1500	2500
B51	M081S	.70	.20	.10	.0	.0	.70	.20	.10	.0	.0
B52	M4.2M	.60	.20	.10	.10	.0	.60	.20	.10	.10	.0
B53	M4.2S	.60	.20	.10	.10	.0	.60	.20	.10	.10	.0
B54	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
B55	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
B56	H155S	.25	.25	.15	.20	.10	.25	.25	.15	.20	.10
B57	H203S	.15	.15	.00	.00	.00	.15	.15	.00	.00	.00
B58	MLRS	.0	.0	.0	.0	.10	.0	.0	.0	.0	.10
B59	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
B60	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R51	M082M	.70	.20	.10	.0	.0	.70	.20	.10	.0	.0
R52	M120T	.60	.20	.10	.10	.0	.60	.20	.10	.10	.0
R53	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R54	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R55	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R56	H122T/S	.25	.25	.15	.20	.10	.25	.25	.15	.20	.10
R57	H152T/S	.13	.13	.12	.16	.06	.13	.13	.12	.16	.06
R58	L122T+	.20	.25	.30	.10	.10	.20	.25	.30	.10	.10
R59	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17
R60	DUMMY	.17	.17	.16	.16	.17	.17	.17	.16	.16	.17

Figure D-I-7. Labeled Indirect Shooter Range Distribution Element

B16	IFV	BUSH25	RTRP DEEP	0.05
		BUSH25	AKS-74	0.05
		BUSH25	7.60GM	0.05
		BUSH25	RSNIPE	0.05
		BUSH25	GRENA30	0.05
		BUSH25	BRDM-2	1.00
		BUSH25	BTR-60	1.00
		BUSH25	BMP-R	1.00
			DUMMY	6.66
			DUMMY	6.66
		BUSH25	SPG-9	.05
		BUSH25	RPG-16	.05
		BUSH25	AT-5	1.00
		BUSH25	AT-7	0.05
		BUSH25	RPG 7	0.05
		BUSH25	BMP2M	1.00
			DUMMY	6.66
			DUMMY	6.66
			DUMMY	6.66
			DUMMY	6.66
		ATGM	T55	1.00
		ATGM	T62	1.00
		ATGM	T64	1.00
		ATGM	T72	1.00
		ATGM	T80	1.00
		ATGM	ZSU-23	1.00
			DUMMY	6.66
			DUMMY	6.66
			DUMMY	6.66
		BUSH25	SA-14	0.05
			SA-6	6.66
		BUSH25	SA-7	0.05
			SA-8	6.66
			SA-9	6.66
			SA-11	6.66
			HOPLITE	6.66
			HIP-E	6.66
			HIND-D	6.66
			DUMMY	6.66
			DUMMY	6.66
			MIG-21	6.66
			DUMMY	6.66
			HVY VEH DEEP	6.66
			LT VEH DEEP	6.66
			DUMMY	6.66
		ATGM	ACRV-2 C&C	1.00
			DUMMY	6.66
			DUMMY	6.66
			DUMMY	6.66
			DUMMY	6.66
			MOR2M	6.66
			M120T	6.66
			DUMMY	6.66
			DUMMY	6.66
			DUMMY	6.66
		ATGM	H122T/S	0.05
		ATGM	H152T/S	0.05
			L122T+	6.66
			DUMMY	6.66
			DUMMY	6.66

Figure D-I-8. Labeled Refire Element

TYPE SIGNATURE SOUGHT FILE

SEN# - SENSOR NUMBER; SEE SENSOR ATTENUATION ELEMENT FOR SENSOR NAMES

SIG - TYPE-SIGNATURE: 1 = LIGHT CONTRAST
 2 = DELTA TEMPERATURE
 3 = SILICON

RC - RESOLVABLE CYCLES PER FOR DETECTION

AFP #	TYPE SYSTEM	CLEAR DAY ENV1-4			CLEAR NIGHT ENV5-8			DEGRADE DAY ENV9-12			DEGRADE NIGHT ENV13-16		
		SEN#	SIG	RC	SEN#	SIG	RC	SEN#	SIG	RC	SEN#	SIG	RC
B001	BTRF-DEEP	1	1	1	1	1	1	1	1	1	1	1	1
B002	M-16	1	1	1	2	1	1	1	1	1	2	1	1
B003	M60 MG	1	1	1	4	1	1	1	1	1	4	1	1
B004	DUMMY	1	1	1	4	1	1	1	1	1	4	1	1
B005	M203GL	1	1	1	1	1	1	1	1	1	1	1	1
B006	SAW	1	1	1	1	1	1	1	1	1	1	1	1
B007	M113	15	1	1	15	1	1	15	1	1	15	1	1
B008	90RRR	1	1	1	3	1	1	1	1	1	3	1	1
B009	DUMMY	0	0	1	0	0	1	0	0	1	0	0	1
B010	SNIPERM14	17	1	1	2	2	1	2	2	1	2	2	1
B011	DRAGON	10	1	1	5	2	1	10	1	1	5	2	1
B012	DUMMY	18	1	1	6	2	1	18	1	1	6	2	1
B013	VIPER	1	1	1	1	1	1	1	1	1	1	1	1
B014	LAW	1	1	1	1	1	1	1	1	1	1	1	1
B015	TOW, ITV	18	1	1	3	2	1	18	1	1	3	2	1
B016	DUMMY	0	1	1	0	2	1	0	1	1	0	2	1
B017	DUMMY	0	1	1	0	2	1	2	0	1	0	2	1
B018	TOW, 1/4 TON	1	1	1	0	2	1	1	1	1	0	2	1
B019	DUMMY	19	1	1	4	1	1	19	1	1	4	1	1
B020	DUMMY	15	1	1	4	1	1	15	1	1	4	1	1
B021	M551	26	1	1	8	2	1	26	1	1	8	2	1
B022	M60A3	2	1	1	9	2	1	2	1	1	9	2	1
B023	DUMMY	8	1	1	8	2	1	8	1	1	8	2	1
B024	M60A1	4	1	1	4	1	1	4	1	1	4	1	1
B025	DUMMY	0	1	1	0	1	1	0	1	1	0	1	1
B026	40MM DUSTER	2	1	1	1	2	1	2	1	1	1	2	1
B027	VULCAN, T	8	1	1	8	1	1	8	1	1	8	1	1
B028	TOW, GROUND	10	1	1	6	2	1	10	1	1	6	2	1
B029	DUMMY	0	0	1	0	0	1	0	0	1	0	0	1
B030	DUMMY	0	0	1	0	0	1	0	0	1	0	0	1
B031	STINGER	1	1	1	1	1	1	1	1	1	1	1	1
B032	CHAPPARRAL	2	1	1	2	1	1	2	1	1	2	1	1
B033	REDEYE	1	1	1	1	1	1	1	1	1	1	1	1
B034	UHIC/M	0	0	1	0	0	1	0	0	1	0	0	1
B035	DUMMY	0	0	1	0	0	1	0	0	1	0	0	1
B036	AH-1S	1	1	1	1	1	1	1	1	1	1	1	1
B037	DUMMY	1	1	1	9	2	1	1	1	1	9	2	1
B038	AH-1G	0	0	1	0	0	1	0	0	1	0	0	1
B039	DUMMY	0	0	1	0	0	1	0	0	1	0	0	1
B040	DUMMY	0	0	1	0	0	1	0	0	1	0	0	1
B041	A10	10	1	1	14	1	1	14	1	1	14	1	1
B042	LT VEH D	0	0	1	0	0	1	0	0	1	0	0	1
B043	HVY ARM D	0	0	1	0	0	1	0	0	1	0	0	1
B044	LT ARM D	0	0	1	0	0	1	0	0	1	0	0	1
B045	UH-60A/CH47	1	1	1	4	1	1	4	1	1	4	1	1
B046	DUMMY	0	1	1	0	1	1	0	1	1	0	1	1
B047	UH1H	6	1	1	4	1	1	4	1	1	4	1	1
B048	OH58A/C, OH6	7	1	1	4	1	1	4	1	1	4	1	1
B049	DUMMY	0	1	1	0	1	1	0	1	1	0	1	1
B050	DUMMY	0	0	1	0	0	1	0	0	1	0	0	1
B051	81MM MTR G	10	1	1	1	1	1	1	1	1	1	1	1
B052	DUMMY	10	1	1	1	1	1	1	1	1	1	1	1
B053	4.2IN MTR G	10	1	1	1	1	1	1	1	1	1	1	1
B054	DUMMY	0	0	1	0	0	1	0	0	1	0	0	1
B055	105MM T	0	0	1	0	0	1	0	0	1	0	0	1

Figure D-I-9. Labeled Signature Sought Element
 (page 1 of 2 pages)



D-I-11. SENSING SIZE. Figure D-I-10 illustrates the element H7AFPPFILES.SENS-SIZE, which shows the size of each Side 1 and Side 2 type in both open and defilade conditions. The conditions are taken from another element, H7AFPPFILES.DEF-OPEN-POS, which lists the open or defilade situation for Side 1 and Side 2 for each of the 16 environments. H7AFPPFILES.DEF-OPEN-POS is shown in Figure D-I-11.

D-I-12. SIGNATURE EMITTED. Figure D-I-12 illustrates the element H7AFPPFILES.SIG-EMIT with the signature emitted by each of the Side 1 and Side 2 types. This labeled element is classified CONFIDENTIAL. The values in Figure D-I-12 have been changed to keep this documentation UNCLASSIFIED. This element also uses conditions from H7AFPPFILE.DEF-OPEN-POS. Signatures emitted depend on open/defilade and day/night conditions. There are eight signature emitted values for each weapon system type:

- light contrast during day in open
- light contrast during day in defilade
- light contrast during night in open
- light contrast during night in defilade
- heat level during day in open
- heat level during day in defilade
- heat level during night in open
- heat level during night in defilade

D-I-13. SENSOR ATTENUATION. Figure D-I-13 illustrates H7AFPPFILES.SENSOR-ATTEN. This element shows the atmospheric degradation coefficients for three different types of sensors--1=VISIBLE, 2=INFRARED, and 3=SILICON TV. Clear environments (environments 1 through 8) use the clear coefficient. The analyst can choose the degree of degradation (haze, mist, or fog) for the degraded environments 9 through 16. However, that degraded condition will then be used for all degraded environments, i.e., you cannot have haze during the day and fog during the night.

A maximum of 50 different sensors are allowed in AFP. Their assignment numbers are restricted in the following way:

Sensor numbers	Sensor type
1, 2, 10 12, 15, 16, 19-50	must be optical visible band (types 1 and 2)
3, 4, 5	must be image intensifiers (type 1)
6, 7, 8, 9, 11, 14, 17, 18	must be thermo devices (type 3)

SENSING SIZE AS A TARGET

AFP #	TYPE SYSTEM	SENSING SIZE DEF	SENSING SIZE OPEN
B01	BTFF--	-.11	1.73
B02	M-16	.11	1.73
B03	7.62GM	.11	1.73
B04	M650GM	.11	1.73
B05	M203	.11	1.73
B06	SAW	.11	1.73
B07	M113	.67	2.50
B08	90MMRR	.11	1.73
B09	DUMMY	.00	.00
B10	DUMMY	.00	.00
B11	DRAGON	.11	.87
B12	ITV-2	1.01	3.05
B13	VIPER	.11	1.30
B14	LAW	.11	1.30
B15	ITV-1	1.01	3.05
B16	IFV	.89	2.57
B17	CFV	.89	2.57
B18	1/4T TOWI	1.01	3.05
B19	M48A5	1.25	2.92
B20	M1E1	1.06	2.38
B21	M551	1.41	2.82
B22	M60A3	1.25	2.92
B23	M1	1.06	2.38
B24	M60A1	1.25	2.92
B25	M60A2	1.25	2.92
B26	DIVAD	2.70	4.50
B27	VULC1	.91	2.74
B28	1/4T TOWII	1.01	3.05
B29	DUMMY	.00	.00
B30	DUMMY	.00	.00
B31	STINGER	.11	1.73
B32	CHAP 1	2.01	3.80
B33	REDEYE	.11	1.73
B34	DUMMY	.00	.00
B35	DUMMY	.00	.00
B36	AH-1S	4.12	4.12
B37	AH-64	4.22	4.22
B38	DUMMY	.00	.00
B39	DUMMY	.00	.00
B40	DUMMY	.00	.00
B41	A10	4.41	4.41
B42	LT VEH D	.00	.00
B43	HVY ARM D	.00	.00
B44	LT ARM D	.00	.00
B45	UH-60A	3.76	3.76
B46	CEV	.01	2.92
B47	UH-1H	4.50	4.50
B48	OH-58	2.90	2.90
B49	UC7V	.01	2.96
B50	M081M	.01	1.73
B51	M081S	.01	2.5
B52	M4.2M	.01	1.73
B53	M4.2S	.01	2.5
B54	DUMMY	.00	.00
B55	DUMMY	.00	.00
B56	H155S	.01	3.29
B57	H203S	.01	3.47
B58	MLRS	.01	5.00

Figure D-I-10. Labeled Sensing Size Element
(page 1 of 2 pages)

B59	DUMMY	.00	.00
B60	DUMMY	.00	.00
R01	RTRP	.11	1.73
R02	AKS-74	.11	1.73
R03	7.60GM	.11	1.73
R04	RSNIPE	.11	1.73
R05	GRENADE	.11	1.73
R06	BRDM-2	.95	2.01
R07	BTR-60	.95	2.31
R08	BMP-R	.53	2.10
R09	DUMMY	.00	.00
R10	DUMMY	.00	.00
R11	SPG-9	.55	1.73
R12	RPG-16	.11	1.73
R13	AT-5	.91	2.01
R14	AT-7	.11	1.73
R15	RPG-7	.11	1.73
R16	BMP2M	.53	2.10
R17	DUMMY	.00	.00
R18	DUMMY	.00	.00
R19	DUMMY	.00	.00
R20	DUMMY	.00	.00
R21	T55	.84	2.35
R22	T62	.84	2.40
R23	T64	.84	2.27
R24	T72	.84	2.27
R25	T80	.84	2.27
R26	ZSU-23	1.61	3.75
R27	DUMMY	.00	.00
R28	DUMMY	.00	.00
R29	DUMMY	.00	.00
R30	SA-14	0.11	1.73
R31	SA-6	1.19	3.45
R32	SA-7	.11	1.73
R33	SA-8	2.05	4.71
R34	SA-9	1.10	2.60
R35	SA-11	1.61	3.75
R36	HOPLITE	3.45	3.45
R37	HIP-E	5.00	5.00
R38	HIND-D	4.50	4.50
R39	DUMMY	.00	.00
R40	DUMMY	.00	.00
R41	MIG-25	4.50	4.50
R42	LT VEH D	.00	.00
R43	HVY ARM D	.00	.00
R44	LT ARM D	.00	.00
R45	DUMMY	.00	.00
R46	ACRV-2 C&C	.01	2.01
R47	DUMMY	.00	.00
R48	DUMMY	.00	.00
R49	DUMMY	.00	.00
R50	DUMMY	.00	.00
R51	MO82M	.01	1.73
R52	M120T	.01	1.73
R53	DUMMY	.00	.00
R54	DUMMY	.00	.00
R55	DUMMY	.00	.00
R56	H122T/S	.01	2.37
R57	H152T/S	.01	2.88
R58	L122T+	.01	4.37
R59	DUMMY	.00	.00
R60	DUMMY	.00	.00

Figure D-I-10. Labeled Sensing Size Element
(page 2 of 2 pages)

ENVIRONMENTS			BLUE	RED	POSTURE
1	DAY	CLEAR	DEF	OPEN	RAPD
2	DAY	CLEAR	DEF	OPEN	STATIC
3	DAY	CLEAR	OPEN	OPEN	RADE
4	DAY	CLEAR	OPEN	DEF	BAPD
5	NIGHT	CLEAR	DEF	OPEN	RAPD
6	NIGHT	CLEAR	DEF	OPEN	STATIC
7	NIGHT	CLEAR	OPEN	OPEN	RADE
8	NIGHT	CLEAR	OPEN	DEF	BAPD
9	DAY	DEGRADE	DEF	OPEN	RAPD
10	DAY	DEGRADE	DEF	OPEN	STATIC
11	DAY	DEGRADE	OPEN	OPEN	RADE
12	DAY	DEGRADE	OPEN	DEF	BAPD
13	NIGHT	DEGRADE	DEF	OPEN	RAPD
14	NIGHT	DEGRADE	DEF	OPEN	STATIC
15	NIGHT	DEGRADE	OPEN	OPEN	RADE
16	NIGHT	DEGRADE	OPEN	DEF	BAPD

Figure D-I-11. Open And Defilade Conditions

SIGNATURE EMITTED FILE

AFP	TYPE	DAY	LIGHT	CONTRAST	HEAT	LEVEL	NIGHT
#	SYSTEM	OPEN	DAY	NIGHT	DAY	NIGHT	NIGHT
			DEF	OPEN	DEF		DEF
B001	STRP DEEP	.10	.10	.10	.10	5.0000	5.0000
B002	M-16	.10	.10	.10	.10	5.0000	5.0000
B003	M60 MG	.10	.10	.10	.10	5.0000	5.0000
B004	DUMMY	.10	.10	.10	.10	5.0000	5.0000
B005	M203GL	.10	.10	.10	.10	5.0000	5.0000
B006	SAW	.10	.10	.10	.10	5.0000	5.0000
B007	M113	.10	.20	.30	.40	1.5000	1.5000
B008	90RR	.10	.20	.30	.40	1.5000	1.5000
B009	DUMMY	.00	.00	.00	.00	0.0000	0.0000
B010	SNIPERM14	.10	.20	.00	.00	1.1000	1.1000
B011	DRAGON	.10	.10	.10	.10	6.0000	6.0000
B012	DUMMY	.10	.10	.10	.10	6.0000	6.0000
B013	VIPER	.10	.10	.10	.10	6.0000	6.0000
B014	LAW	.10	.10	.10	.10	6.0000	6.0000
B015	TOW, ITV	.40	.20	.50	.25	0.0000	0.0000
B016	DUMMY	.10	.10	.10	.10	1.1000	1.1000
B017	DUMMY	.10	.10	.10	.10	0.0000	0.0000
B018	TOW, 1/4TON	.10	.10	.10	.10	0.0000	0.0000
B019	DUMMY	.10	.10	.10	.10	0.0000	0.0000
B020	DUMMY	.10	.10	.10	.10	0.0000	0.0000
B021	M551	.10	.10	.10	.10	0.0000	0.0000
B022	M60A3	.10	.10	.10	.10	0.0000	0.0000
B023	DUMMY	.10	.10	.10	.10	0.0000	0.0000
B024	M60A1	.10	.10	.10	.10	0.0000	0.0000
B025	DUMMY	.10	.10	.10	.10	0.0000	0.0000
B026	40MM DUSTER	.10	.10	.10	.10	0.0000	0.0000
B027	VULCAN, T	.10	.10	.10	.10	0.0000	0.0000
B028	TOW, GROUND	.20	.20	.50	.25	0.0000	0.0000
B029	DUMMY	.20	.20	.50	.25	0.0000	0.0000
B030	DUMMY	.20	.20	.25	.25	0.0000	0.0000
B031	STINGER	.10	.10	.10	.10	6.0000	6.0000
B032	CHAPPARRAL	.10	.10	.10	.10	6.0000	6.0000
B033	REDEYE	.10	.10	.10	.10	6.0000	6.0000
B034	UHIC/M	.10	.10	.10	.10	6.0000	6.0000
B035	DUMMY	.10	.10	.10	.10	0.0000	0.0000
B036	AH-1S	1.000	1.000	1.000	1.000	3.7000	3.7000
B037	DUMMY	1.000	1.000	1.000	1.000	3.7000	3.7000
B038	AH-1G	.40	.40	.40	.40	0.0000	0.0000
B039	DUMMY	.40	.40	.40	.40	0.0000	0.0000
B040	DUMMY	.40	.40	.40	.40	0.0000	0.0000
B041	A10	1.000	1.000	1.000	1.000	3.7000	3.7000
B042	LT VEH D	.40	.40	.40	.40	0.0000	0.0000
B043	HVY ARM D	.40	.40	.40	.40	0.0000	0.0000
B044	LT ARM D	.40	.40	.40	.40	0.0000	0.0000
B045	UH-60A/CH47	1.000	1.000	1.000	1.000	3.7000	3.7000
B046	DUMMY	.10	.10	.10	.10	0.0000	0.0000
B047	UH1H	1.000	1.000	1.000	1.000	3.7000	3.7000
B048	OH58A/C, OH6	.20	.20	.20	.20	1.7000	1.7000
B049	DUMMY	.40	.20	.20	.20	0.0000	0.0000
B050	DUMMY	.99	.20	.20	.20	0.0000	0.0000
B051	81MM MTR GRD	.99	.10	.10	.10	0.0000	0.0000
B052	DUMMY	.99	.10	.10	.10	0.0000	0.0000
B053	4.2IN MTR GR	.99	.10	.10	.10	0.0000	0.0000
B054	DUMMY	.99	.10	.10	.10	0.0000	0.0000
B055	105MM T	.99	.10	.10	.10	0.0000	0.0000
B056	155MM T(M198	.99	.40	.50	.50	1.5000	1.5000
B057	8IN SP	.99	.40	.50	.50	1.5000	1.5000
B058	DUMMY	.99	.40	.50	.50	1.5000	1.5000
B059	155MM T(M114	.99	.40	.40	.40	0.0000	0.0000
B060	8IN T	.99	.40	.40	.40	0.0000	0.0000
R001	RTRP DEEP	.10	.10	.10	.10	3.0000	3.0000
R002	AKS-74	.10	.10	.10	.10	3.0000	3.0000
R003	7.60GM	.10	.10	.10	.10	3.0000	3.0000
R004	RSNIPER	.10	.10	.10	.10	3.0000	3.0000
R005	GRENADE	.10	.10	.10	.10	3.0000	3.0000

Figure D-I-12. Labeled Signature Emitted Element
(page 1 of 2 pages)

SENSOR ATTENUATION FILE

ATMOSPHERIC EXTINCTION COEFFICIENTS

(COLUMNS ARE SENSOR TYPES,
ROWS ARE ATMOSPHERIC CONDITIONS)

	VISIBLE(1)	IR(2)	SILICON(3)
CLEAR	.28	.29	.28
HAZE	.56	.29	.44
MIST	1.96	.65	1.50
FOG	7.82	5.39	5.98

SENSOR #	SENSOR NAME	SENSOR TYPE
1	UNARMED EYE	VISIBLE
2	BINOCULARS(7X)	VISIBLE
3	STARLIGHT	VISIBLE
4	CREW WPN SIGHT	VISIBLE
5	BMP NIGHTSIGHT	VISIBLE
6	TOW NIGHTSIGHT	IR
7	DRAGON NIGHTSIGHT	IR
8	TANK THERMAL SIGHT	IR
9	FLIR(US)	IR
10	SI TV	SILICON
11	FLIR(SOVIET)	IR
12	VIDICON	SILICON
13	RADAR	VISIBLE
14	TANK THERMAL(SOV)	IR
15	LLTV	VISIBLE
16	BINOCULARS(3X)	VISIBLE
17	THERMAL(NOT USED)	IR
18	THERMAL(NOT USED)	IR
19	BINOCULARS(N/USED)	VISIBLE
20	BINOCULARS(4X)	VISIBLE
21	BINOCULARS(13X)	VISIBLE
22	BINOCULARS(6X)	VISIBLE
23	BINOCULARS(1.9)	VISIBLE
24	BINOCULARS(3.5)	VISIBLE
25	BINOCULARS(6.6)	VISIBLE
26	BINOCULARS(8.0)	VISIBLE
27	BINOCULARS(2.0)	VISIBLE
28	BINOCULARS(10.0)	VISIBLE
29	OPTICAL(NOT USED)	VISIBLE
30	OPTICAL(NOT USED)	VISIBLE
31	OPTICAL(NOT USED)	VISIBLE
32	OPTICAL(NOT USED)	VISIBLE
33	OPTICAL(NOT USED)	VISIBLE
34	BINOC(9.0X) SNIPER	VISIBLE
35	OPTICAL(NOT USED)	VISIBLE
36	OPTICAL(NOT USED)	VISIBLE
37	OPTICAL(NOT USED)	VISIBLE
38	OPTICAL(NOT USED)	VISIBLE
39	OPTICAL(NOT USED)	VISIBLE
40	OPTICAL(NOT USED)	VISIBLE
41	OPTICAL(NOT USED)	VISIBLE
42	OPTICAL(NOT USED)	VISIBLE
43	OPTICAL(NOT USED)	VISIBLE
44	OPTICAL(NOT USED)	VISIBLE
45	OPTICAL(NOT USED)	VISIBLE
46	OPTICAL(NOT USED)	VISIBLE
47	OPTICAL(NOT USED)	VISIBLE
48	OPTICAL(NOT USED)	VISIBLE
49	OPTICAL(NOT USED)	VISIBLE
50	OPTICAL(NOT USED)	VISIBLE

Figure D-I-13. Labeled Sensor Attenuation Element

D-I-14. SENSOR MAGNIFICATION. Figure D-I-14 illustrates H7AFPFILS.SENSOR-MAG, with sensor magnification factors. Each sensor has a wide magnification factor. Narrow magnification factors are not used by the Combat Module. The sensor type is the same as the types used in the sensor attenuation element, 1=visible, 2=IR, and 3=silicon.

SENSOR MAGNIFICATION FILE				
SENSOR #	SENSOR NAME	SENSOR TYPE	WIDE MAG	NARROW MAG
1	UNAIDED EYE	1	1.0	
2	BINOCULARS(7X)	1	7.0	
3	STARLIGHT (PVS-4)	1	3.8	
4	CREW WPN SIGHT TVSS	1	6.0	
5	BMP NIGHTSIGHT	1	0.0	
6	TOW NIGHTSIGHT	2	4.0	
7	DRAGON NIGHTSIGHT	2	4.0	
8	TANK THERMAL SIGHT	2	3.0	
9	FLIR(US)	2	0.0	
10	SI TV	3	0.0	
11	FLIR(SOVIET)	2	0.0	
12	VIDICON	3	0.0	
13	RADAR	1	0.0	
14	TANK THERMAL(SOV)	2	0.0	
15	LLLTV	3	0.0	
16	BINOCULARS(3X)	1	2.6	
17	THERMAL(M1 NT)	2	3.0	
18	THERMAL(CHAP NT)	2	1.0	
19	BINOCULARS(NOT USED)	1	0.0	
20	BINOCULARS(4X)IFV D	1	4.0	
21	BINOCULARS(13X)ITV D	1	13.0	
22	BINOCULARS(6X)DRAG	1	6.0	
23	BINOCULARS(1.9)1S	1	1.9	
24	BINOCULARS(3.5)T72	1	3.5	
25	BINOCULARS(6.6)BMP	1	6.6	
26	BINOC (8X)BRDM2	1	8.0	
27	BINOCULARS(2.0)	1	2.0	
28	BINOCULARS(10.0)	1	10.0	
29	BINOC(2.6X)M60 DAY	1	2.6	
30	BINOC(4X)DRAGON DAY	1	4.0	
31	M60 NIGHT 7X	1	7.0	
32	NSD-3	1	0.0	
33	PON	1	0.0	
34	OPTICAL(NOT USED)	1	0.0	
35	IR TOW 4X	2	4.0	
36	AAH DAY 4X	1	4.0	
37	OPTICAL(NOT USED)	1	0.0	
38	OPTICAL(NOT USED)	1	0.0	
39	OPTICAL(NOT USED)	1	0.0	
40	OPTICAL(NOT USED)	1	0.0	
41	OPTICAL(NOT USED)	1	0.0	
42	OPTICAL(NOT USED)	1	0.0	
43	OPTICAL(NOT USED)	1	0.0	
44	OPTICAL(NOT USED)	1	0.0	
45	OPTICAL(NOT USED)	1	0.0	
46	OPTICAL(NOT USED)	1	0.0	
47	OPTICAL(NOT USED)	1	0.0	
48	OPTICAL(NOT USED)	1	0.0	
49	OPTICAL(NOT USED)	1	0.0	
50	OPTICAL(NOT USED)	1	0.0	

Figure D-I-14. Labeled Sensor Magnification Element

D-I-15. PARTICIPATION. Figure D-I-15 shows a sample section of H7AFPFIL.PARTICIPATE. The indirect fire participation for each indirect fire weapon by posture is listed. Currently, all values are set to a default of 1.0. These values, multiplied together with the initial daily allocation of indirect shooters, compute the number of indirect shooters, and could reduce the participation rate if less than 1.0.

ARTY PARTICIPATION FILE

SHOOTER AFP #	TARGET #	TARGET DESC	RAPD (ENV 1, 5,9,13) PARTICIP	STATIC (ENV 2, 6,10,14) PARTICIP	RABD (ENV 3, 7,11,15) PARTICIP	BAPD (ENV 4, 8,12,16) PARTICIP
B51	R01	RTRP	1.0	1.0	1.0	1.0
	R02	AKS-74	1.0	1.0	1.0	1.0
	R03	7.60GM	1.0	1.0	1.0	1.0
	R04	RSNIPE	1.0	1.0	1.0	1.0
	R05	GREN30	1.0	1.0	1.0	1.0
	R06	BRDM-2	1.0	1.0	1.0	1.0
	R07	BTR-60	1.0	1.0	1.0	1.0
	R08	BMP-R	1.0	1.0	1.0	1.0
	R09	DUMMY	1.0	1.0	1.0	1.0
	R10	DUMMY	1.0	1.0	1.0	1.0
	R11	SPG-9	1.0	1.0	1.0	1.0
	R12	RPG-16	1.0	1.0	1.0	1.0
	R13	AT-5	1.0	1.0	1.0	1.0
	R14	AT-7	1.0	1.0	1.0	1.0
	R15	RPG 7	1.0	1.0	1.0	1.0
	R16	BMP2M	1.0	1.0	1.0	1.0
	R17	DUMMY	1.0	1.0	1.0	1.0
	R18	DUMMY	1.0	1.0	1.0	1.0
	R19	DUMMY	1.0	1.0	1.0	1.0
	R20	DUMMY	1.0	1.0	1.0	1.0
	R21	T55	1.0	1.0	1.0	1.0
	R22	T62	1.0	1.0	1.0	1.0
	R23	T64	1.0	1.0	1.0	1.0
	R24	T72	1.0	1.0	1.0	1.0
	R25	T80	1.0	1.0	1.0	1.0
	R26	ZSU-23	1.0	1.0	1.0	1.0
	R27	DUMMY	1.0	1.0	1.0	1.0
	R28	DUMMY	1.0	1.0	1.0	1.0
	R29	DUMMY	1.0	1.0	1.0	1.0
	R30	SA-14	1.0	1.0	1.0	1.0
	R31	SA-6	1.0	1.0	1.0	1.0
	R32	SA-7	1.0	1.0	1.0	1.0
	R33	SA-8	1.0	1.0	1.0	1.0
	R34	SA-9	1.0	1.0	1.0	1.0
	R35	SA-11	1.0	1.0	1.0	1.0
	R36	HOPLITE	1.0	1.0	1.0	1.0
	R37	HIP-F	1.0	1.0	1.0	1.0
	R38	HIND-D	1.0	1.0	1.0	1.0
	R39	DUMMY	1.0	1.0	1.0	1.0
	R40	DUMMY	1.0	1.0	1.0	1.0
	R41	MIG-21	1.0	1.0	1.0	1.0
	R42	DUMMY	1.0	1.0	1.0	1.0
	R43	DUMMY	1.0	1.0	1.0	1.0
	R44	DUMMY	1.0	1.0	1.0	1.0
	R45	DUMMY	1.0	1.0	1.0	1.0
	R46	ACRV-2 C8C	1.0	1.0	1.0	1.0
	R47	DUMMY	1.0	1.0	1.0	1.0
	R48	DUMMY	1.0	1.0	1.0	1.0
	R49	DUMMY	1.0	1.0	1.0	1.0
	R50	DUMMY	1.0	1.0	1.0	1.0
	R51	M082M	1.0	1.0	1.0	1.0
	R52	M120T	1.0	1.0	1.0	1.0
	R53	DUMMY	1.0	1.0	1.0	1.0
	R54	DUMMY	1.0	1.0	1.0	1.0
	R55	DUMMY	1.0	1.0	1.0	1.0
	R56	H122T/S	1.0	1.0	1.0	1.0
	R57	H152T/S	1.0	1.0	1.0	1.0
	R58	L122T+	1.0	1.0	1.0	1.0
	R59	DUMMY	1.0	1.0	1.0	1.0
	R60	DUMMY	1.0	1.0	1.0	1.0
B52	R01	RTRP	1.0	1.0	1.0	1.0
	R02	AKS-74	1.0	1.0	1.0	1.0
	R03	7.60GM	1.0	1.0	1.0	1.0
	R04	RSNIPE	1.0	1.0	1.0	1.0
	R05	GREN30	1.0	1.0	1.0	1.0
	R06	BRDM-2	1.0	1.0	1.0	1.0
	R07	BTR-60	1.0	1.0	1.0	1.0
	R08	BMP-R	1.0	1.0	1.0	1.0
	R09	DUMMY	1.0	1.0	1.0	1.0
	R10	DUMMY	1.0	1.0	1.0	1.0
	THROUGH					
R60	B60	DUMMY	1.0	1.0	1.0	1.0

Figure D-I-15. Labeled Participation Element

Section III. OUTPUT

D-I-16. COMBAT MODULE FORMAT BASEDATA. The H7BASEDATA elements which are input to the AFP Combat Module are organized as described in paragraph D-I-2. Section II of this annex described each logical section. Therefore, this section will only show Combat Module format. Combat Module format is a logical series of arrays, all unlabeled. There are 16 H7BASEDATA elements for every AFP run; one for each of the 16 environments. Each element has 3,167 lines, although the data in the elements varies. A sample H7BASEDATA element is shown in Figure D-I-16.

Section IV. RUNSTREAMS

D-I-17. BASEDATA RUNSTREAM GENERATION. Sixteen H7BASEDATA elements are needed for a complete AFP run, four postures x two day/night conditions x two clear/degraded conditions. The 16 elements are created in a runstream which executes 11 different programs and uses the system EDITOR. The runstream creates the 16 elements by creating logical sections of BASEDATA and piecing those sections together in a prescribed sequence. Figure D-I-1 illustrates the runstream sequence. Note that ADDITIONALS is a collection of eight logical sections of unlabeled lines. Each section is added to its appropriate place in the BASEDATA elements using the EDITOR. The artillery's expected fractional damage, which is in H7ARTYEFD, is also unlabeled and is also added to the BASEDATA elements using the EDITOR. All other sections are labeled and must go through conversion programs. If the values in the section do not vary by posture, day/night, or clear/degraded conditions, the labels are merely stripped; and the resulting array is added to all 16 BASEDATA elements. If the values do vary, the program will create 16 different arrays and add the appropriate array to each of the 16 BASEDATA elements. Table D-I-2 shows the variations for each section.

D-I-18. BASEDATA RUNSTREAM ADJUSTMENT FOR INVENTORIES. Inventories may vary by posture. For example, 490 light vehicles were played in the deep in RAPD posture, but that number was changed to 440 vehicles in BAPD. In a Blue defense posture, the infantry would have dismounted, and the transport vehicles would have moved to the rear, i.e., deep. In a Blue attack posture, some transport vehicles would be moving infantry to the front. This means that there may be four inventory elements. The sample runstream which follows in Figure D-I-17 is set up to handle this. It executes the inventory format conversion program four times, each time using a different input inventory element, H7AFPPFILES.INVHM80/RAPD, H7AFPPFILES.INVHM80/STATIC, H7AFPPFILES.INVHM80/RADE, and H7AFPPFILES.INVHM80/BAPD. If there is only one inventory element, i.e., they are not posture-dependent, the inventory conversion program only needs to be executed one time. Change the inventory element name on line 56 by removing the version name. Change H7AFPPFILE. INVHM80/RAPD to H7AFPPFILE.INVHM80. Remove lines 91-94, lines 103-106, and lines 115-118.

LINE #	DATA DESCRIPTION	MISC	DATA	FROM	ADDITIONALS	4000	10	10	5
1	DETECTION	20	20	5	5	1	1	1	1
2		1	1	1	1	1	1	1	1
3		1	1	1	1	1	1	1	1
4		1	1	1	1	1	1	1	1
5		1	1	1	1	1	1	1	1
6		1	1	1	1	1	1	1	1
7		1	1	1	1	1	1	1	1
8		20	20	5	5	1	1	1	1
9		1	1	1	1	1	1	1	1
10		1	1	1	1	1	1	1	1
11		1	1	1	1	1	1	1	1
12		1	1	1	1	1	1	1	1
13		1	1	1	1	1	1	1	1
14	INVENTORY	389							
15		107							
16		39							
17		0							
18		75							
19		0							
20		460							
21		0							
22		0							
23		0							
24		278							
25		0							
26		0							
27		135							
28		146							
29		0							
30		0							
31		0							
32		0							
33		0							
34		0							
35		0							
36		0							
37		29							
38		0							
39		0							
40		24							
41		0							
42		0							
43		0							
44		0							
45		24							
46		33							
47		0							
48		0							
49		42							
50		0							
51		0							
52		0							
53		0							
54		24							
55		44							
56		22							
57		1							
58		0							
59		0							
60		2							
61		52							
62		0							
63		0							
64		54							
65		0							
66		53							
67		0							
68		0							
69		54							
70		12							
71		0							
72		0							
73		0							
74		1527							
75		480							

Figure D-I-16. Combat Module Format BASEDATA
(page 1 of 5 pages)

76	153	0
77	189	0
78	63	0
79	93	0
80	41	0
81	18	0
82	00	0
83	00	0
84	00	0
85	42	0
86	27	0
87	66	0
88	48	0
89	26	0
90	00	0
91	00	0
92	00	0
93	00	0
94	24	0
95	39	0
96	12	0
97	27	0
98	78	0
99	48	0
100	00	0
101	00	0
102	00	0
103	11	0
104	21	0
105	19	0
106	24	0
107	24	0
108	00	0
109	6	0
110	6	0
111	36	0
112	00	0
113	00	0
114	24	0
115	26	0
116	54	0
117	12	0
118	00	0
119	00	0
120	00	0
121	00	0
122	00	0
123	00	0
124	12	0
125	17	0
126	00	0
127	00	0
128	00	0
129	30	0
130	60	0
131	54	0
132	00	0
133	00	0
134	EXTERNAL LOSSES	0.0

LINES 135 - 252 OMITTED TO SHORTEN LENGTH OF FIGURE

253	0.0	
	NEAR	FAR
254	6	6
255	1	2
256	1	3
257	1	4
258	1	2
259	1	2
260	1	2
261	1	2
262	1	5
263	1	5
264	1	5
265	1	5
266	1	5
267	1	5
268	1	5
269	1	5
270	1	5

Figure D-I-16. Combat Module Format BASEDATA
(page 2 of 5 pages)

271	1	5
272	1	5
273	1	5
274	1	5
275	1	5
276	1	5
277	1	5
278	1	5
279	1	5
280	1	5
281	1	5
282	1	5
283	1	5
284	1	5
285	1	5
286	1	5
287	1	5
288	1	5
289	1	5
290	1	5
291	1	5
292	1	5
293	1	5
294	1	5
295	6	5
296	6	5
297	6	5
298	1	5
299	1	5
300	1	5
301	1	5
302	1	5
303	1	5
304	1	5
305	1	5
306	1	5
307	1	5
308	1	5
309	1	5
310	1	5
311	1	5
312	1	5
313	1	5
314	6	5
315	1	5
316	1	5
317	1	5
318	1	5
319	1	5
320	1	5
321	1	5
322	1	5
323	1	5
324	1	5
325	1	5
326	1	5
327	1	5
328	1	5
329	1	5
330	1	5
331	1	5
332	1	5
333	1	5
334	1	5
335	1	5
336	1	5
337	1	5
338	1	5
339	1	5
340	1	5
341	1	5
342	1	5
343	1	5
344	1	5
345	1	5
346	1	5
347	1	5
348	1	5
349	1	5
350	1	5
351	1	5
352	1	5

Figure D-I-16. Combat Module Format BASEDATA
(page 3 of 5 pages)

```

353      1 5
354      1 5
355      6 6
356      6 6
357      6 6
358      1 5
359      1 5
360      1 5
361      1 5
362      1 5
363      1 5
364      1 5
365      1 5
366      1 5
367      1 6
368      1 6
369      1 6
370      1 6
371      1 6
372      1 6
373      1 6
ENVIRONMENT SITES
374      1.00
INDIRECT SHOOTER RANGES
375      .70 .20 .10 .0 .0
376      .60 .20 .10 .10 .0
377      .60 .20 .10 .10 .0
378      .17 .17 .16 .16 .17
379      .17 .17 .16 .16 .17
380      .25 .25 .15 .20 .10
381      .15 .15 .00 .00 .00
382      .10 .0 .0 .0 .90
383      .17 .17 .16 .16 .17
384      .17 .17 .16 .16 .17
385      .70 .20 .10 .0 .0
386      .60 .20 .10 .10 .0
387      .17 .17 .16 .16 .17
388      .17 .17 .16 .16 .17
389      .17 .17 .16 .16 .17
390      .25 .25 .15 .20 .10
391      .13 .13 .12 .16 .06
392      .20 .25 .30 .10 .10
393      .17 .17 .16 .16 .17
394      .17 .17 .16 .16 .17
REFIRE TIMES
395      0.33 0.33 0.33 0.33 0.33 0.33 0.33 0.33 0.33 0.
LINES 396 - 1113 OMITTED
1114      6.66 6.66 6.66 6.66 6.66 6.66 6.66 6.66 6.
SIGNATURE SOUGHT
1115      1 1 1
LINES 1116 - 1233 OMITTED
1234      0 0 1
SENSING SIZE
1235      .11
LINES 1236 - 1353 OMITTED
1354      .00
LIGHT LEVEL
1355      600.00
SIGNATURE EMITTED
1356      .13 3.0
LINES 1357 - 1474 OMITTED
1475      .99 .0
ATTENUATION
1476      .28 .28 .28 .28 .28 .28 .28 .28 .28 .28 .28 .28 .28
1477      .28 .28 .28 .28 .28 .28 .28 .28 .28 .28 .28 .28 .28
1478      .28 .28 .28 .28 .28 .28 .28 .28 .28 .28 .28 .28 .28
1479      .28 .28 .28 .28 .28 .28 .28 .28 .28 .28 .28 .28 .28
MAGNIFICATION
1480      1.0 7.0 3.8 6.0 0.0 4.0 4.0 3.0 0.0 0.0 0.0 0.0 0.0
1481      0.0 2.6 3.0 1.0 0.0 4.0 1.0 6.0 1.9 3.5 6.6 8.0 2.0
1482      2.6 4.0 7.0 0.0 0.0 0.0 4.0 4.0 0.0 0.0 0.0 0.0 0.0
1483      0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0
BRIGHTNESS
1484      3.00

```

Figure D-I-16. Combat Module Format BASEDATA
(page 4 of 5 pages)


```

1485      ARTY PARTICIPATION
        1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0
LINES 1486 - 1603 OMITTED
1604      1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0
        ARTY EFD
1605      .0000000 .0000000 .0000000 .0000000 .0000000 .0006340
LINES 1606 - 2803 OMITTED
2804      .0000000 .0000000 .0000000 .0000000 .0000000 .0000000
        PERCENT INDIRECT FIRE
2805      1. 1. 1. 1. 1. 1. 1. 1. 1. 1.
2806      1. 1. 1. 1. 1. 1. 1. 1. 1. 1.
        AMMO TYPE
2807      1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
LINES 2808 - 3165 OMITTED
3166      1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
        PRINT SWITCHES
3167      .FALSE. .FALSE.

```

Figure D-I-16. Combat Module Format BASEDATA
(page 5 of 5 pages)

<u>BASEDATA section</u>	<u>Varies by ("-" denotes no variance)</u>	<u>How variation is implemented</u>
Miscellaneous data in ADDITIONALS	-	-
Detection based on round fired	-	-
Inventory	force ratio and posture	ratio in H7AFPPFILES.INV-FACTORS used as multiplier in program, also see paragraph D-I-17
External loss	-	-
Near far	-	-
Number of sites	-	-
Indirect Range Distribution	-	-
Refire	-	-
Signature sought	day/night and clear/degraded	signature varies by condition in labeled signature sought element
Sensing size	open/defilade	H7AFPPFILES.OPEN-DEF-POS used to determine OPEN/DEF condition
Light level	day/night	ADDITIONALS line 15 (day) is added to environments 1-4 and 9-12; line 16 (night) is added to environments 5-8 and 13-16
Signature emitted	open/defilade and day/night	H7AFPPFILES.OPEN-DEF-POS used to determine OPEN/DEF conditions; environments 1-4, 9-12 hardwired to be day, environments 5-8, 13-16 hardwired to be night
Attenuation	degraded atmospheric condition	degraded atmospheric coefficient (haze, fog, or mist) accepted by conversion program H7AFP.M-ATTEN
Magnification	-	-
Brightness	clear/degraded conditions	ADDITIONALS line 17 (clear) is added to environments 1-8; line 18 (degraded) is added to environments 9-16
Indirect fire participation	posture (although not currently used)	Participation varies by condition in labeled indirect fire participation element
Indirect fire EFD	force ratio and posture and day/night	analyst adjusts artillery elements which are used to build EFDs (see Annex D-VIII)
Percentage indirect fire	analyst discretion	analyst changes lines 19 and 20 in ADDITIONALS with @ED
Ammunition type	-	-
Print switches	analyst discretion	analyst changes line 381 in ADDITIONALS with @ED

Table D-I-3. Variable Conditions for H7BASEDATA Elements in BASEDATA Order

```

1 @QUAL UNCLASSIFIED
2 @ASG,A H7AFPPFILES/XXX/XXX.
3 @ASG,T 30-BASEDATA.///3000
4 @ED,I 30-BASEDATA.1
5
6 ADD H7AFPPFILES.ADDITIONALS 1 13
7 @ED,I 30-BASEDATA.2
8
9 ADD H7AFPPFILES.ADDITIONALS 1 13
10 @ED,I 30-BASEDATA.3
11
12 ADD H7AFPPFILES.ADDITIONALS 1 13
13 @ED,I 30-BASEDATA.4
14
15 ADD H7AFPPFILES.ADDITIONALS 1 13
16 @ED,I 30-BASEDATA.5
17
18 ADD H7AFPPFILES.ADDITIONALS 1 13
19 @ED,I 30-BASEDATA.6
20
21 ADD H7AFPPFILES.ADDITIONALS 1 13
22 @ED,I 30-BASEDATA.7
23
24 ADD H7AFPPFILES.ADDITIONALS 1 13
25 @ED,I 30-BASEDATA.8
26
27 ADD H7AFPPFILES.ADDITIONALS 1 13
28 @ED,I 30-BASEDATA.9
29
30 ADD H7AFPPFILES.ADDITIONALS 1 13
31 @ED,I 30-BASEDATA.10
32
33 ADD H7AFPPFILES.ADDITIONALS 1 13
34 @ED,I 30-BASEDATA.11
35
36 ADD H7AFPPFILES.ADDITIONALS 1 13
37 @ED,I 30-BASEDATA.12
38
39 ADD H7AFPPFILES.ADDITIONALS 1 13
40 @ED,I 30-BASEDATA.13
41
42 ADD H7AFPPFILES.ADDITIONALS 1 13
43 @ED,I 30-BASEDATA.14
44
45 ADD H7AFPPFILES.ADDITIONALS 1 13
46 @ED,I 30-BASEDATA.15
47
48 ADD H7AFPPFILES.ADDITIONALS 1 13
49 @ED,I 30-BASEDATA.16
50
51 ADD H7AFPPFILES.ADDITIONALS 1 13
52 EXIT
53 @ASG,T AFP1.
54 @ED,QI AFP1.
55
56 ADD H7AFPPFILES.INVHMR0/RAPD
57 @ASG,T AFP2.
58 @ASG,T AFP3.
59 @ED,QI AFP3.
60
61 ADD H7AFPPFILES.INV-FACTORS
62 @ASG,T AFP4.
63 @ED,QI AFP4.
64
65 ADD H7AFPPFILES.DEF-OPEN-POS
66 @ASG,T OAFP1.
67 @ASG,T OAFP2.
68 @ASG,T OAFP3.
69 @ASG,T OAFP4.
70 @ASG,T OAFP5.
71 @ASG,T OAFP6.
72 @ASG,T OAFP7.
73 @ASG,T OAFP8.
74 @ASG,T OAFP9.
75 @ASG,T OAFP10.
76 @ASG,T OAFP11.
77 @ASG,T OAFP12.
78 @ASG,T OAFP13.
79 @ASG,T OAFP14.
80 @ASG,T OAFP15.

```

Figure D-I-17. Combat Module Format BASEDATA Conversion Runstream
(page 1 of 9 pages)

```

81      @ASG,T 0AFP16.
82      @XQT *H7AFP.870M-INV
83      @ED,U 30-BASEDATA.1
84      ADD 0AFP1.
85      @ED,U 30-BASEDATA.5
86      ADD 0AFP5.
87      @ED,U 30-BASEDATA.9
88      ADD 0AFP9.
89      @ED,U 30-BASEDATA.13
90      ADD 0AFP13.
91      @ED,QI AFP1.
92
93      ADD H7AFFFILES.INVHM80/STATIC
94      @XQT *H7AFP.870M-INV
95      @ED,U 30-BASEDATA.2
96      ADD 0AFP2.
97      @ED,U 30-BASEDATA.6
98      ADD 0AFP6.
99      @ED,U 30-BASEDATA.10
100     ADD 0AFP10.
101     @ED,U 30-BASEDATA.14
102     ADD 0AFP14.
103     @ED,QI AFP1.
104
105     ADD H7AFFFILES.INVHM80/RADE
106     @XQT *H7AFP.870M-INV
107     @ED,U 30-BASEDATA.3
108     ADD 0AFP3.
109     @ED,U 30-BASEDATA.7
110     ADD 0AFP7.
111     @ED,U 30-BASEDATA.11
112     ADD 0AFP11.
113     @ED,U 30-BASEDATA.15
114     ADD 0AFP15.
115     @ED,QI AFP1.
116
117     ADD H7AFFFILES.INVHM80/BAPD
118     @XQT *H7AFP.870M-INV
119     @ED,U 30-BASEDATA.4
120     ADD 0AFP4.
121     @ED,U 30-BASEDATA.8
122     ADD 0AFP8.
123     @ED,U 30-BASEDATA.12
124     ADD 0AFP12.
125     @ED,U 30-BASEDATA.16
126     ADD 0AFP16.
127     EXIT
128     @ED,QI AFP1.
129
130     ADD H7AFFFILES.EXT-LOSSES
131     @XQT *H7AFP.870M-EXTLOSS
132     @ED,U 30-BASEDATA.1
133     ADD 0AFP1.
134     @ED,U 30-BASEDATA.2
135     ADD 0AFP1.
136     @ED,U 30-BASEDATA.3
137     ADD 0AFP1.
138     @ED,U 30-BASEDATA.4
139     ADD 0AFP1.
140     @ED,U 30-BASEDATA.5
141     ADD 0AFP1.
142     @ED,U 30-BASEDATA.6
143     ADD 0AFP1.
144     @ED,U 30-BASEDATA.7
145     ADD 0AFP1.
146     @ED,U 30-BASEDATA.8
147     ADD 0AFP1.
148     @ED,U 30-BASEDATA.9
149     ADD 0AFP1.
150     @ED,U 30-BASEDATA.10
151     ADD 0AFP1.
152     @ED,U 30-BASEDATA.11
153     ADD 0AFP1.
154     @ED,U 30-BASEDATA.12
155     ADD 0AFP1.
156     @ED,U 30-BASEDATA.13
157     ADD 0AFP1.
158     @ED,U 30-BASEDATA.14
159     ADD 0AFP1.
160     @ED,U 30-BASEDATA.15
161     ADD 0AFP1.
162     @ED,U 30-BASEDATA.16

```

Figure D-I-17. Combat Module Format BASEDATA Conversion Runstream
(page 2 of 9 pages)

```

163 ADD OAFP1.
164 EXIT
165 @ED,QI AFP1.
166
167 ADD H7AFFFILES.NEAR-FAR
168 @XQT *H7AFP.870M-NEARFAR
169 @ED,U 30-BASEDATA.1
170 ADD OAFP1.
171 @ED,U 30-BASEDATA.2
172 ADD OAFP1.
173 @ED,U 30-BASEDATA.3
174 ADD OAFP1.
175 @ED,U 30-BASEDATA.4
176 ADD OAFP1.
177 @ED,U 30-BASEDATA.5
178 ADD OAFP1.
179 @ED,U 30-BASEDATA.6
180 ADD OAFP1.
181 @ED,U 30-BASEDATA.7
182 ADD OAFP1.
183 @ED,U 30-BASEDATA.8
184 ADD OAFP1.
185 @ED,U 30-BASEDATA.9
186 ADD OAFP1.
187 @ED,U 30-BASEDATA.10
188 ADD OAFP1.
189 @ED,U 30-BASEDATA.11
190 ADD OAFP1.
191 @ED,U 30-BASEDATA.12
192 ADD OAFP1.
193 @ED,U 30-BASEDATA.13
194 ADD OAFP1.
195 @ED,U 30-BASEDATA.14
196 ADD OAFP1.
197 @ED,U 30-BASEDATA.15
198 ADD OAFP1.
199 @ED,U 30-BASEDATA.16
200 ADD OAFP1.
201 EXIT
202 @ED,U 30-BASEDATA.1
203 ADD H7AFFFILES.ADDITIONALS 14 14
204 @ED,U 30-BASEDATA.2
205 ADD H7AFFFILES.ADDITIONALS 14 14
206 @ED,U 30-BASEDATA.3
207 ADD H7AFFFILES.ADDITIONALS 14 14
208 @ED,U 30-BASEDATA.4
209 ADD H7AFFFILES.ADDITIONALS 14 14
210 @ED,U 30-BASEDATA.5
211 ADD H7AFFFILES.ADDITIONALS 14 14
212 @ED,U 30-BASEDATA.6
213 ADD H7AFFFILES.ADDITIONALS 14 14
214 @ED,U 30-BASEDATA.7
215 ADD H7AFFFILES.ADDITIONALS 14 14
216 @ED,U 30-BASEDATA.8
217 ADD H7AFFFILES.ADDITIONALS 14 14
218 @ED,U 30-BASEDATA.9
219 ADD H7AFFFILES.ADDITIONALS 14 14
220 @ED,U 30-BASEDATA.10
221 ADD H7AFFFILES.ADDITIONALS 14 14
222 @ED,U 30-BASEDATA.11
223 ADD H7AFFFILES.ADDITIONALS 14 14
224 @ED,U 30-BASEDATA.12
225 ADD H7AFFFILES.ADDITIONALS 14 14
226 @ED,U 30-BASEDATA.13
227 ADD H7AFFFILES.ADDITIONALS 14 14
228 @ED,U 30-BASEDATA.14
229 ADD H7AFFFILES.ADDITIONALS 14 14
230 @ED,U 30-BASEDATA.15
231 ADD H7AFFFILES.ADDITIONALS 14 14
232 @ED,U 30-BASEDATA.16
233 ADD H7AFFFILES.ADDITIONALS 14 14
234 EXIT
235 @ED,QI AFP1.
236
237 ADD H7AFFFILES.ARTY-RANGE
238 @XQT *H7AFP.870M-ARTYRNG
239 @ED,U 30-BASEDATA.1
240 ADD OAFP1.
241 @ED,U 30-BASEDATA.2
242 ADD OAFP2.
243 @ED,U 30-BASEDATA.3
244 ADD OAFP3.

```

Figure D-I-17. Combat Module Format BASEDATA Conversion Runstream
(page 3 of 9 pages)

```

245 @ED,U 30-BASEDATA.4
246 ADD OAFP4.
247 @ED,U 30-BASEDATA.5
248 ADD OAFP5.
249 @ED,U 30-BASEDATA.6
250 ADD OAFP6.
251 @ED,U 30-BASEDATA.7
252 ADD OAFP7.
253 @ED,U 30-BASEDATA.8
254 ADD OAFP8.
255 @ED,U 30-BASEDATA.9
256 ADD OAFP9.
257 @ED,U 30-BASEDATA.10
258 ADD OAFP10.
259 @ED,U 30-BASEDATA.11
260 ADD OAFP11.
261 @ED,U 30-BASEDATA.12
262 ADD OAFP12.
263 @ED,U 30-BASEDATA.13
264 ADD OAFP13.
265 @ED,U 30-BASEDATA.14
266 ADD OAFP14.
267 @ED,U 30-BASEDATA.15
268 ADD OAFP15.
269 @ED,U 30-BASEDATA.16
270 ADD OAFP16.
271 EXIT
272 @ED,QI AFP1.
273
274 ADD H7AFFFILES.REFIRE
275 @XQT *H7AFP.870M-REFIRE
276 @ED,U 30-BASEDATA.1
277 ADD OAFP1.
278 @ED,U 30-BASEDATA.2
279 ADD OAFP1.
280 @ED,U 30-BASEDATA.3
281 ADD OAFP1.
282 @ED,U 30-BASEDATA.4
283 ADD OAFP1.
284 @ED,U 30-BASEDATA.5
285 ADD OAFP1.
286 @ED,U 30-BASEDATA.6
287 ADD OAFP1.
288 @ED,U 30-BASEDATA.7
289 ADD OAFP1.
290 @ED,U 30-BASEDATA.8
291 ADD OAFP1.
292 @ED,U 30-BASEDATA.9
293 ADD OAFP1.
294 @ED,U 30-BASEDATA.10
295 ADD OAFP1.
296 @ED,U 30-BASEDATA.11
297 ADD OAFP1.
298 @ED,U 30-BASEDATA.12
299 ADD OAFP1.
300 @ED,U 30-BASEDATA.13
301 ADD OAFP1.
302 @ED,U 30-BASEDATA.14
303 ADD OAFP1.
304 @ED,U 30-BASEDATA.15
305 ADD OAFP1.
306 @ED,U 30-BASEDATA.16
307 ADD OAFP1.
308 EXIT
309 @ED,QI AFP1.
310
311 ADD H7AFFFILES.SIGNATURE
312 @XQT *H7AFP.870M-SIGS
313 @ED,U 30-BASEDATA.1
314 ADD OAFP1.
315 @ED,U 30-BASEDATA.2
316 ADD OAFP2.
317 @ED,U 30-BASEDATA.3
318 ADD OAFP3.
319 @ED,U 30-BASEDATA.4
320 ADD OAFP4.
321 @ED,U 30-BASEDATA.5
322 ADD OAFP5.
323 @ED,U 30-BASEDATA.6
324 ADD OAFP6.
325 @ED,U 30-BASEDATA.7
326 ADD OAFP7.

```

Figure D-I-17. Combat Module Format BASEDATA Conversion Runstream
(page 4 of 9 pages)


```

327 @ED,U 30-BASEDATA.8
328 ADD OAFP8.
329 @FD,U 30-BASEDATA.9
330 ADD OAFP9.
331 @ED,U 30-BASEDATA.10
332 ADD OAFP10.
333 @ED,U 30-BASEDATA.11
334 ADD OAFP11.
335 @ED,U 30-BASEDATA.12
336 ADD OAFP12.
337 @ED,U 30-BASEDATA.13
338 ADD OAFP13.
339 @ED,U 30-BASEDATA.14
340 ADD OAFP14.
341 @ED,U 30-BASEDATA.15
342 ADD OAFP15.
343 @ED,U 30-BASEDATA.16
344 ADD OAFP16.
345 EXIT
346 @ED,Q1 AFP1.
347
348 ADD H7AFPFILES.SENSING-SIZE
349 @XQT *H7AFP.870M-SENSIZE
350 @FD,U 30-BASEDATA.1
351 ADD OAFP1.
352 @ED,U 30-BASEDATA.2
353 ADD OAFP2.
354 @ED,U 30-BASEDATA.3
355 ADD OAFP3.
356 @ED,U 30-BASEDATA.4
357 ADD OAFP4.
358 @ED,U 30-BASEDATA.5
359 ADD OAFP5.
360 @ED,U 30-BASEDATA.6
361 ADD OAFP6.
362 @ED,U 30-BASEDATA.7
363 ADD OAFP7.
364 @ED,U 30-BASEDATA.8
365 ADD OAFP8.
366 @ED,U 30-BASEDATA.9
367 ADD OAFP9.
368 @ED,U 30-BASEDATA.10
369 ADD OAFP10.
370 @FD,U 30-BASEDATA.11
371 ADD OAFP11.
372 @ED,U 30-BASEDATA.12
373 ADD OAFP12.
374 @ED,U 30-BASEDATA.13
375 ADD OAFP13.
376 @ED,U 30-BASEDATA.14
377 ADD OAFP14.
378 @ED,U 30-BASEDATA.15
379 ADD OAFP15.
380 @ED,U 30-BASEDATA.16
381 ADD OAFP16.
382 EXIT
383 @ED,U 30-BASEDATA.1
384 ADD H7AFPFILES.ADDITIONALS 15 15
385 @ED,U 30-BASEDATA.2
386 ADD H7AFPFILES.ADDITIONALS 15 15
387 @ED,U 30-BASEDATA.3
388 ADD H7AFPFILES.ADDITIONALS 15 15
389 @ED,U 30-BASEDATA.4
390 ADD H7AFPFILES.ADDITIONALS 15 15
391 @ED,U 30-BASEDATA.5
392 ADD H7AFPFILES.ADDITIONALS 16 16
393 @ED,U 30-BASEDATA.6
394 ADD H7AFPFILES.ADDITIONALS 16 16
395 @ED,U 30-BASEDATA.7
396 ADD H7AFPFILES.ADDITIONALS 16 16
397 @ED,U 30-BASEDATA.8
398 ADD H7AFPFILES.ADDITIONALS 16 16
399 @ED,U 30-BASEDATA.9
400 ADD H7AFPFILES.ADDITIONALS 15 15
401 @ED,U 30-BASEDATA.10
402 ADD H7AFPFILES.ADDITIONALS 15 15
403 @ED,U 30-BASEDATA.11
404 ADD H7AFPFILES.ADDITIONALS 15 15
405 @ED,U 30-BASEDATA.12
406 ADD H7AFPFILES.ADDITIONALS 15 15
407 @ED,U 30-BASEDATA.13
408 ADD H7AFPFILES.ADDITIONALS 16 16

```

Figure D-I-17. Combat Module Format BASEDATA Conversion Runstream
(page 5 of 9 pages)

```

409 @ED,U 30-BASEDATA.14
410 ADD H7AFPPFILES.ADDITIONALS 16 16
411 @ED,U 30-BASEDATA.15
412 ADD H7AFPPFILES.ADDITIONALS 16 16
413 @ED,U 30-BASEDATA.16
414 ADD H7AFPPFILES.ADDITIONALS 16 16
415 EXIT
416 @ED,QI AFP1.
417
418 ADD H7AFPPFILES.SIG-EMIT
419 @XQT *H7AFP.870M-SIG
420 @ED,U 30-BASEDATA.1
421 ADD OAFP1.
422 @ED,U 30-BASEDATA.2
423 ADD OAFP2.
424 @ED,U 30-BASEDATA.3
425 ADD OAFP3.
426 @ED,U 30-BASEDATA.4
427 ADD OAFP4.
428 @ED,U 30-BASEDATA.5
429 ADD OAFP5.
430 @ED,U 30-BASEDATA.6
431 ADD OAFP6.
432 @ED,U 30-BASEDATA.7
433 ADD OAFP7.
434 @ED,U 30-BASEDATA.8
435 ADD OAFP8.
436 @ED,U 30-BASEDATA.9
437 ADD OAFP9.
438 @ED,U 30-BASEDATA.10
439 ADD OAFP10.
440 @ED,U 30-BASEDATA.11
441 ADD OAFP11.
442 @ED,U 30-BASEDATA.12
443 ADD OAFP12.
444 @ED,U 30-BASEDATA.13
445 ADD OAFP13.
446 @ED,U 30-BASEDATA.14
447 ADD OAFP14.
448 @ED,U 30-BASEDATA.15
449 ADD OAFP15.
450 @ED,U 30-BASEDATA.16
451 ADD OAFP16.
452 EXIT
453 @ED,QI AFP1.
454
455 ADD H7AFPPFILES.SENSOR-ATTEN
456 @XQT *H7AFP.870M-ATTEN
457 MIST
458 @ED,U 30-BASEDATA.1
459 ADD OAFP1.
460 @ED,U 30-BASEDATA.2
461 ADD OAFP2.
462 @ED,U 30-BASEDATA.3
463 ADD OAFP3.
464 @ED,U 30-BASEDATA.4
465 ADD OAFP4.
466 @ED,U 30-BASEDATA.5
467 ADD OAFP5.
468 @ED,U 30-BASEDATA.6
469 ADD OAFP6.
470 @ED,U 30-BASEDATA.7
471 ADD OAFP7.
472 @ED,U 30-BASEDATA.8
473 ADD OAFP8.
474 @ED,U 30-BASEDATA.9
475 ADD OAFP9.
476 @ED,U 30-BASEDATA.10
477 ADD OAFP10.
478 @ED,U 30-BASEDATA.11
479 ADD OAFP11.
480 @ED,U 30-BASEDATA.12
481 ADD OAFP12.
482 @ED,U 30-BASEDATA.13
483 ADD OAFP13.
484 @ED,U 30-BASEDATA.14
485 ADD OAFP14.
486 @ED,U 30-BASEDATA.15
487 ADD OAFP15.
488 @ED,U 30-BASEDATA.16
489 ADD OAFP16.
490 EXIT

```

Figure D-I-17. Combat Module Format BASEDATA Conversion Runstream
(page 6 of 9 pages)

```

491 @ED,QI AFP1.
492
493 ADD H7AFFFILES.SENSOR-MAG
494 @XQT *H7AFP.870M-MAG
495 @ED,U 30-BASEDATA.1
496 ADD OAFP1.
497 @ED,U 30-BASEDATA.2
498 ADD OAFP1.
499 @ED,U 30-BASEDATA.3
500 ADD OAFP1.
501 @ED,U 30-BASEDATA.4
502 ADD OAFP1.
503 @ED,U 30-BASEDATA.5
504 ADD OAFP1.
505 @ED,U 30-BASEDATA.6
506 ADD OAFP1.
507 @ED,U 30-BASEDATA.7
508 ADD OAFP1.
509 @ED,U 30-BASEDATA.8
510 ADD OAFP1.
511 @ED,U 30-BASEDATA.9
512 ADD OAFP1.
513 @ED,U 30-BASEDATA.10
514 ADD OAFP1.
515 @ED,U 30-BASEDATA.11
516 ADD OAFP1.
517 @ED,U 30-BASEDATA.12
518 ADD OAFP1.
519 @ED,U 30-BASEDATA.13
520 ADD OAFP1.
521 @ED,U 30-BASEDATA.14
522 ADD OAFP1.
523 @ED,U 30-BASEDATA.15
524 ADD OAFP1.
525 @ED,U 30-BASEDATA.16
526 ADD OAFP1.
527
528 EXIT
529 @ED,U 30-BASEDATA.1
530 ADD H7AFFFILES.ADDITIONALS 17 17
531 @ED,U 30-BASEDATA.2
532 ADD H7AFFFILES.ADDITIONALS 17 17
533 @ED,U 30-BASEDATA.3
534 ADD H7AFFFILES.ADDITIONALS 17 17
535 @ED,U 30-BASEDATA.4
536 ADD H7AFFFILES.ADDITIONALS 17 17
537 @ED,U 30-BASEDATA.5
538 ADD H7AFFFILES.ADDITIONALS 17 17
539 @ED,U 30-BASEDATA.6
540 ADD H7AFFFILES.ADDITIONALS 17 17
541 @ED,U 30-BASEDATA.7
542 ADD H7AFFFILES.ADDITIONALS 17 17
543 @ED,U 30-BASEDATA.8
544 ADD H7AFFFILES.ADDITIONALS 17 17
545 @ED,U 30-BASEDATA.9
546 ADD H7AFFFILES.ADDITIONALS 18 18
547 @ED,U 30-BASEDATA.10
548 ADD H7AFFFILES.ADDITIONALS 18 18
549 @ED,U 30-BASEDATA.11
550 ADD H7AFFFILES.ADDITIONALS 18 18
551 @ED,U 30-BASEDATA.12
552 ADD H7AFFFILES.ADDITIONALS 18 18
553 @ED,U 30-BASEDATA.13
554 ADD H7AFFFILES.ADDITIONALS 18 18
555 @ED,U 30-BASEDATA.14
556 ADD H7AFFFILES.ADDITIONALS 18 18
557 @ED,U 30-BASEDATA.15
558 ADD H7AFFFILES.ADDITIONALS 18 18
559 @ED,U 30-BASEDATA.16
560 ADD H7AFFFILES.ADDITIONALS 18 18
561 EXIT
562 @ED,QI AFP1.
563
564 ADD H7AFFFILES.PARTICIPATE
565 @XQT *H7AFP.870M-PART
566 @ED,U 30-BASEDATA.1
567 ADD OAFP1.
568 @ED,U 30-BASEDATA.2
569 ADD OAFP2.
570 @ED,U 30-BASEDATA.3
571 ADD OAFP3.
572 @ED,U 30-BASEDATA.4
573 ADD OAFP4.

```

Figure D-I-17. Combat Module Format BASEDATA Conversion Runstream
(page 7 of 9 pages)

```

573 @ED,U 30-BASEDATA.5
574 ADD OAFP5.
575 @ED,U 30-BASEDATA.6
576 ADD OAFP6.
577 @ED,U 30-BASEDATA.7
578 ADD OAFP7.
579 @ED,U 30-BASEDATA.8
580 ADD OAFP8.
581 @ED,U 30-BASEDATA.9
582 ADD OAFP9.
583 @ED,U 30-BASEDATA.10
584 ADD OAFP10.
585 @ED,U 30-BASEDATA.11
586 ADD OAFP11.
587 @ED,U 30-BASEDATA.12
588 ADD OAFP12.
589 @ED,U 30-BASEDATA.13
590 ADD OAFP13.
591 @ED,U 30-BASEDATA.14
592 ADD OAFP14.
593 @ED,U 30-BASEDATA.15
594 ADD OAFP15.
595 @ED,U 30-BASEDATA.16
596 ADD OAFP16.
597 EXIT
598 @ED,U 30-BASEDATA.1
599 ADD *H7ARTYFED.RAPD
600 @ED,U 30-BASEDATA.2
601 ADD *H7ARTYFED.STATIC
602 @ED,U 30-BASEDATA.3
603 ADD *H7ARTYFED.RADE
604 @ED,U 30-BASEDATA.4
605 ADD *H7ARTYFED.BAPD
606 @ED,U 30-BASEDATA.5
607 ADD *H7ARTYFED.RAPD
608 @ED,U 30-BASEDATA.6
609 ADD *H7ARTYFED.STATIC
610 @ED,U 30-BASEDATA.7
611 ADD *H7ARTYFED.RADE
612 @ED,U 30-BASEDATA.8
613 ADD *H7ARTYFED.BAPD
614 @ED,U 30-BASEDATA.9
615 ADD *H7ARTYFED.RAPD
616 @ED,U 30-BASEDATA.10
617 ADD *H7ARTYFED.STATIC
618 @ED,U 30-BASEDATA.11
619 ADD *H7ARTYFED.RADE
620 @ED,U 30-BASEDATA.12
621 ADD *H7ARTYFED.BAPD
622 @ED,U 30-BASEDATA.13
623 ADD *H7ARTYFED.RAPD
624 @ED,U 30-BASEDATA.14
625 ADD *H7ARTYFED.STATIC
626 @ED,U 30-BASEDATA.15
627 ADD *H7ARTYFED.RADE
628 @ED,U 30-BASEDATA.16
629 ADD *H7ARTYFED.BAPD
630 @ED,U 30-BASEDATA.1
631 ADD H7AFFFILES.ADDITIONAL 19 381
632 @ED,U 30-BASEDATA.2
633 ADD H7AFFFILES.ADDITIONAL 19 381
634 @ED,U 30-BASEDATA.3
635 ADD H7AFFFILES.ADDITIONAL 19 381
636 @ED,U 30-BASEDATA.4
637 ADD H7AFFFILES.ADDITIONAL 19 381
638 @ED,U 30-BASEDATA.5
639 ADD H7AFFFILES.ADDITIONAL 19 381
640 @ED,U 30-BASEDATA.6
641 ADD H7AFFFILES.ADDITIONAL 19 381
642 @ED,U 30-BASEDATA.7
643 ADD H7AFFFILES.ADDITIONAL 19 381
644 @ED,U 30-BASEDATA.8
645 ADD H7AFFFILES.ADDITIONAL 19 381
646 @ED,U 30-BASEDATA.9
647 ADD H7AFFFILES.ADDITIONAL 19 381
648 @ED,U 30-BASEDATA.10
649 ADD H7AFFFILES.ADDITIONAL 19 381
650 @ED,U 30-BASEDATA.11
651 ADD H7AFFFILES.ADDITIONAL 19 381
652 @ED,U 30-BASEDATA.12
653 ADD H7AFFFILES.ADDITIONAL 19 381
654 @ED,U 30-BASEDATA.13

```

Figure D-I-17. Combat Module Format BASEDATA Conversion Runstream
(page 8 of 9 pages)

```

655      ADD H7AFPPFILES.ADDITIONALS 19 381
656      @FD,U 30-BASEDATA.14
657      ADD H7AFPPFILES.ADDITIONALS 19 381
658      @ED,U 30-BASEDATA.15
659      ADD H7AFPPFILES.ADDITIONALS 19 381
660      @FD,U 30-BASEDATA.16
661      ADD H7AFPPFILES.ADDITIONALS 19 381
662      EXIT
663      @ED 30-BASEDATA.1,*H7BASEDATA.HM80E01
664      @FD 30-BASEDATA.2,*H7BASEDATA.HM80E02
665      @ED 30-BASEDATA.3,*H7BASEDATA.HM80E03
666      @ED 30-BASEDATA.4,*H7BASEDATA.HM80E04
667      @ED 30-BASEDATA.5,*H7BASEDATA.HM80E05
668      @ED 30-BASEDATA.6,*H7BASEDATA.HM80E06
669      @ED 30-BASEDATA.7,*H7BASEDATA.HM80E07
670      @ED 30-BASEDATA.8,*H7BASEDATA.HM80E08
671      @ED 30-BASEDATA.9,*H7BASEDATA.HM80E09
672      @ED 30-BASEDATA.10,*H7BASEDATA.HM80E10
673      @ED 30-BASEDATA.11,*H7BASEDATA.HM80E11
674      @ED 30-BASEDATA.12,*H7BASEDATA.HM80E12
675      @FD 30-BASEDATA.13,*H7BASEDATA.HM80E13
676      @ED 30-BASEDATA.14,*H7BASEDATA.HM80E14
677      @ED 30-BASEDATA.15,*H7BASEDATA.HM80E15
678      @ED 30-BASEDATA.16,*H7BASEDATA.HM80E16
679      EXIT

```

Figure D-I-17. Combat Module Format BASEDATA Conversion Runstream
(page 9 of 9 pages)

D-I-19. RUNSTREAM ADJUSTMENT FOR EFD AND PERMANENT BASEDATA ELEMENTS. The analyst should make sure the correct H7ARTYEFD elements (artillery expected fractional damage) are in lines 599-629. Also, the elements in the temporary file 30-BASEDATA must be copied to appropriate elements in H7BASEDATA, lines 663-678.

D-I-20. BASEDATA CONVERSION PROGRAMS. There are 11 programs used to convert labeled BASEDATA information to Combat Module input format. These programs, together with system utility EDITOR routines, must be executed in sequence to create the 16 BASEDATA elements needed for one complete AFP run. Each program will be discussed in detail in the following paragraphs in the order that they are executed. The system EDITOR is used to add single lines of data and sections that do not have labeled format to the BASEDATA elements. See the BASEDATA generator runstream for documentation on the execution of the EDITOR routines. Figures D-I-18 through D-I-28 contain the flowcharts of the conversion programs.

a. Inventory. The source program to convert the labeled inventory to Combat Module input format is H7AFP.M-INV. The absolute program is H7AFP.870M-INV. This program reads the inventory in H7AFPPFILES. Inventory elements are labeled by division, year, and sometimes posture. Example, H7AFPPFILES.INVJM84 and H7AFPPFILES.INVHM80/RAPD. The numbers in the labeled inventory represent one division. Force ratio factors in H7AFPPFILES.INV-FACTORS give the number of divisions of each side per posture. Inventory numbers are multiplied by the factors as the model format inventories are being built, except where there is an indicator in the H7AFPPFILES inventory element which says not to multiply. Error messages will be displayed if the input inventory number is not in the correct columns. The 16 Combat Module format inventories are created from this program. There is no program to convert a Combat Module formatted inventory into a labeled format.

b. External Losses. The source program to convert the labeled external losses to Combat Module input format is H7AFP.M-EXT-LOSSES. The absolute program is H7AFP.870M-EXTLOSS. This program strips the AFP System type names from the input file and write only the external loss number to the output file. External loss values do not change by environment, so one output file will be used in creating the external loss section for all 16 environments. There is no program to convert Module readable to labeled.

c. Near-Far Ranges. The source program to convert the labeled Near-Far ranges to Combat Module input format is H7AFP.M-NEARFAR. The absolute program is H7AFP.870M-NEARFAR. This program strips the AFP System type names from the input file and writes the near and far range band numbers to the output file. Near-Far ranges do not vary by environment, so one output file is used to create all 16 environments. There is no program to convert Combat Module format to labeled format.

d. Artillery Range Distribution. The source program to convert the labeled artillery ranges to Combat Module input format is H7AFP.M-ARTY-RNG. The absolute program is H7AFP.870M-ARTYRNG. The ranges vary by posture and day/night. Correspondence between the conditions (posture, day/night) and the environments is hardwired in the program. The appropriate set of values is selected from the tables in H7AFPPFILES.ARTY-RANGE and moved to the correct output environment file. There is no program to convert Combat Module input format to labeled format.

e. Refire. The source program to convert labeled refire times to Combat Module input format is H7AFP.M-REFIRE. The absolute program is H7AFP.870M-REFIRE. This program removes the names from H7AFPPFILES.REFIRE and arrays the refire times, 10 per line, 6 lines per AFP System type. Refire times do not vary by environment. One output file is created and used for all 16 environment output files. There is also a program to convert Combat Module formatted data to labeled format, H7AFP.H-REFIRE. That absolute program is H7AFP.870H-REFIRE. Using the refire values from a Combat Module formatted refire time file, the weapon names from an old refire time file, and the AFP System type names from the inventory file, a second labeled refire time file with the new refire values is created. This program can be used to check the refire values if changes are made directly to the refire section of the Combat Module format.

f. Signature Sought. The source program to convert labeled signature sought values to Combat Module input format is H7AFP.M-SIG-SOUGHT. The absolute program is H7AFP.870M-SIGS. There are four tables of sensor values in H7AFPPFILES.SIGNATURE which vary by light conditions--clear day (environment 1-4), clear night (environment 5-8), degraded day (environment 9-12), degraded night (environment 13-16). The appropriate sensor number, type signature sought by the sensor, and the resolvable cycle are written to the correct output environment file. There is no program to convert Combat Module readable format to labeled format.

g. Sensing Size. The source program to convert labeled sensing size data to Combat Module input format is H7AFP.M-SENS-SIZE. The absolute program is H7AFP.870M-SENS-SIZE. The detected size of a target varies when it is in the open or in defilade. A posture file, H7AFPPFILES.DEF-OPEN-POS, shows which side is in defilade or in the open by environment. The sensing size table in H7AFPPFILES.SENS-SIZE shows sizes in the open and defilade. The appropriate size (OPEN or DEF) for the environment is written to each of the 16 output files. There is no program to convert Combat Module input format to labeled format.

h. Signature Emitted. The source program which converts labeled signature emitted data to Combat Module input format is H7AFP.M-SIG-EMIT. The absolute program is H7AFP.870M-SIGE. The labeled file H7AFPPFILES.SIG-EMIT contains both light contrast and heat change data. The values vary by environment--clear day (Environment 1-4), clear night (environment 5-8),

degraded day (environment 9-12), degraded night (environment 13-16). The appropriate light and heat signature emitted are written to the correct output environment file. There is no program to convert Combat Module input to labeled format.

i. Sensor Attenuation. The source program which converts labeled attenuation data to Combat Module format is H7AFP.M-ATTEN. The absolute program is H7AFP.870M-ATTEN. The attenuation values of the sensors in H7AFPPFILES.SENSOR-ATTEN vary by clear and degraded environments. The degradation condition is entered via a parameter after the @XQT statement for H7AFP.870M-ATTEN as haze, mist, or fog. That condition will be used for all degraded environments. There are three types of sensors--visible light, IR, and SILICON TV. The appropriate value based on sensor type and atmospheric condition is written to each of the 16 environment output files. There is no program to convert Combat Module input format to labeled format.

j. Sensor Magnification. The source program which converts labeled sensor magnification sizes to Combat Module format is H7AFP.M-MAG. The absolute program is H7AFP.870M-MAG. The magnification sizes of the sensors in H7AFPPFILES.SENSOR-MAG do not vary by environment. One output file is used in creating the magnification section for all 16 environments. There is no program to convert Combat Module format to labeled format.

k. Participation. The source program which converts labeled artillery participation values to Combat Module input format is H7AFP.M-PARTICIP. The absolute program is H7AFP.870M-PART. Artillery participation can vary by posture (currently it does not). The participation values are selected from the table in H7AFPPFILES.PARTICIPATE, and written to the appropriate environment output file. There is no program to convert Combat Module input to labeled format.

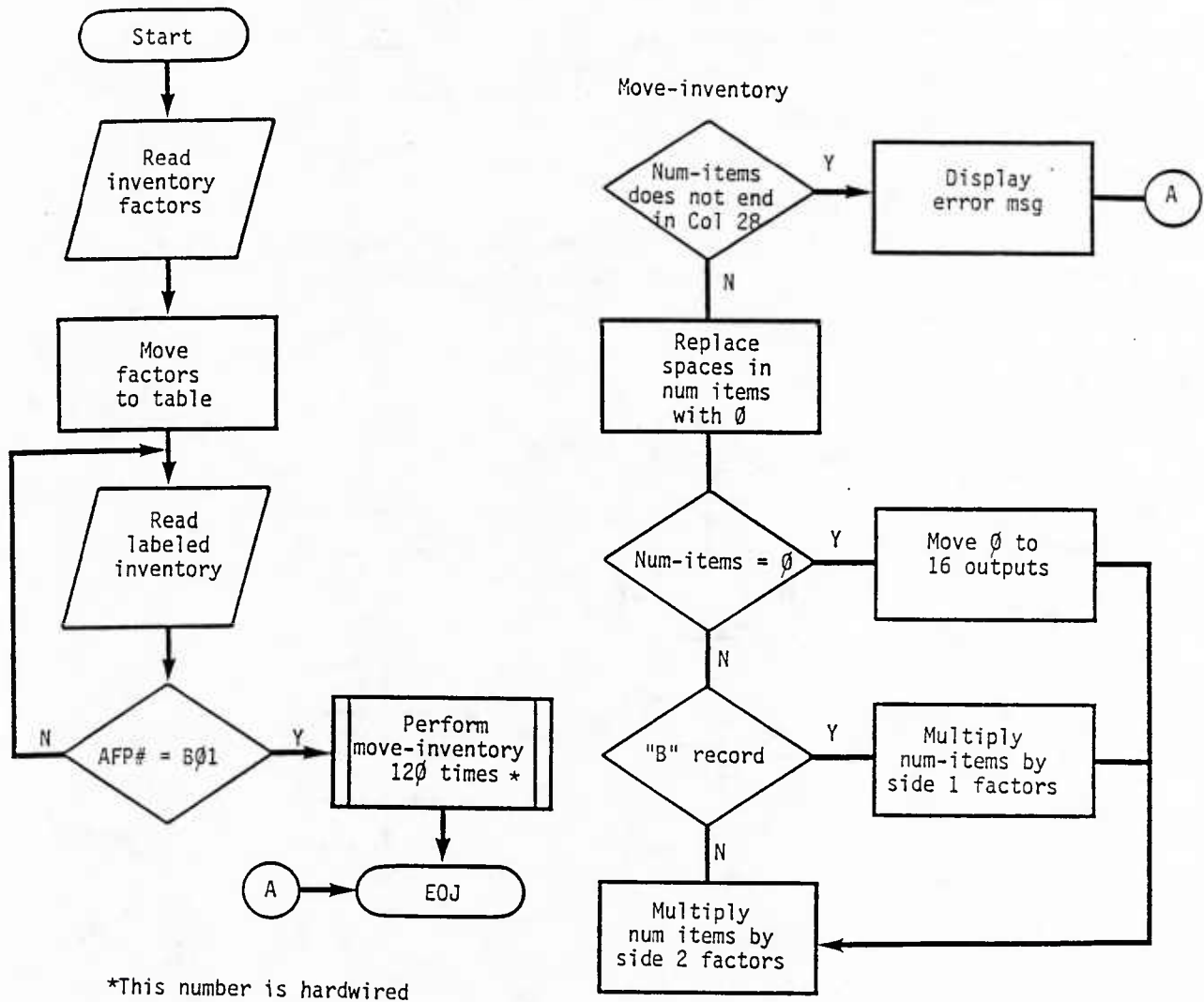


Figure D-I-18. Labeled Inventory to Combat Module Format Conversion Program

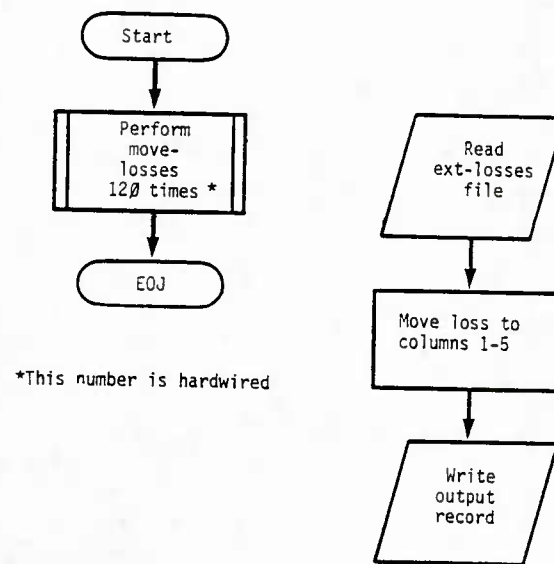


Figure D-I-19. Labeled External Loss to Combat Module Format Conversion Program

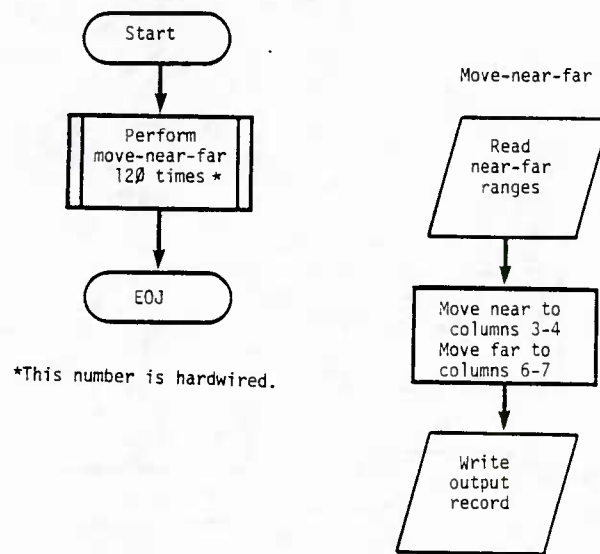


Figure D-I-20. Labeled Near-Far Ranges to Combat Module Format Conversion Program

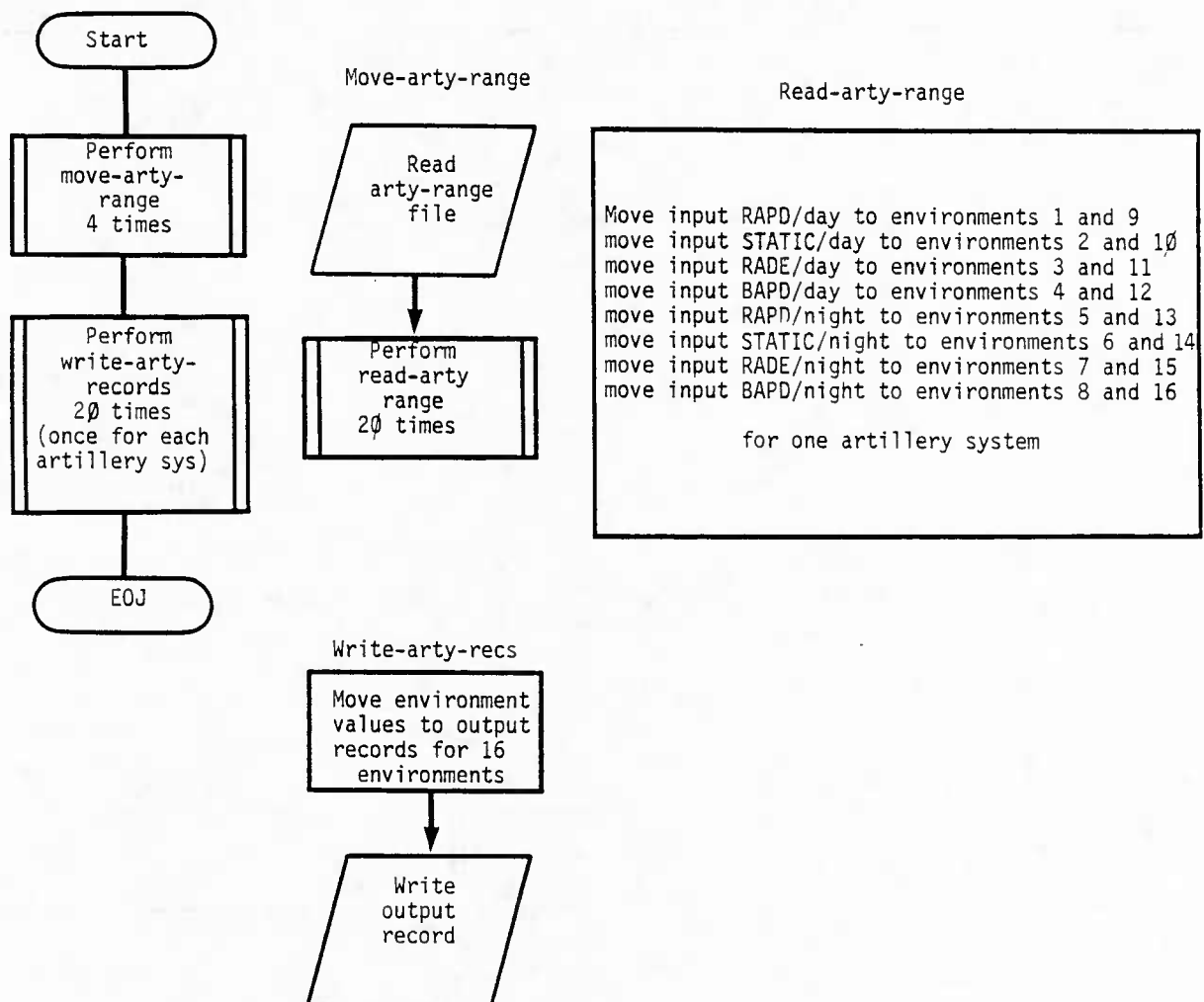


Figure D-I-21. Labeled Artillery Range Distribution to Combat Module Format Conversion Program

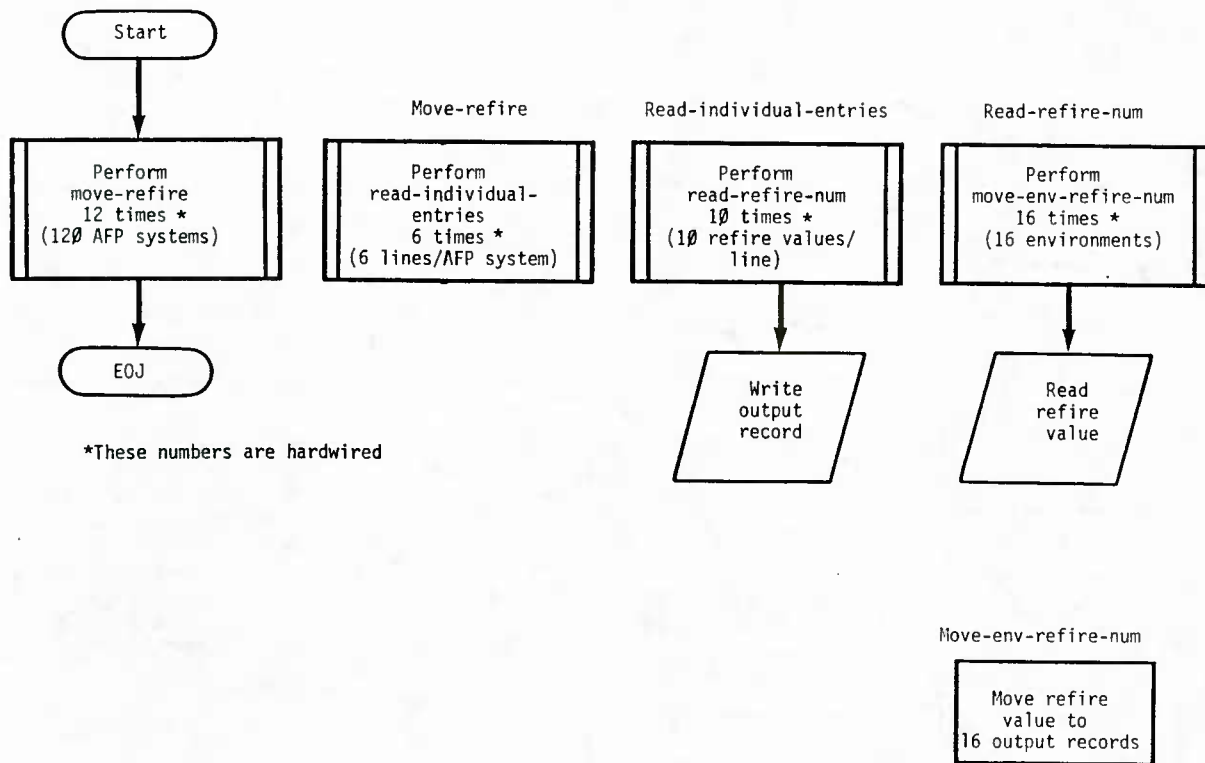


Figure D-I-22. Labeled Refire to Combat Module Format Conversion Program

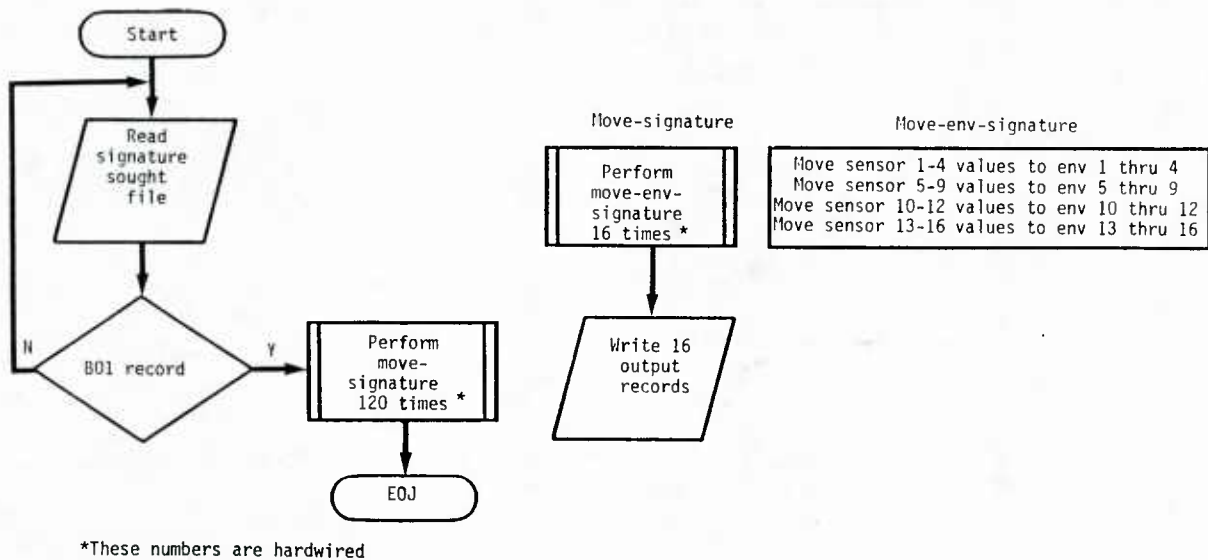


Figure D-I-23. Labeled Signature Sought to Combat Module Conversion Program

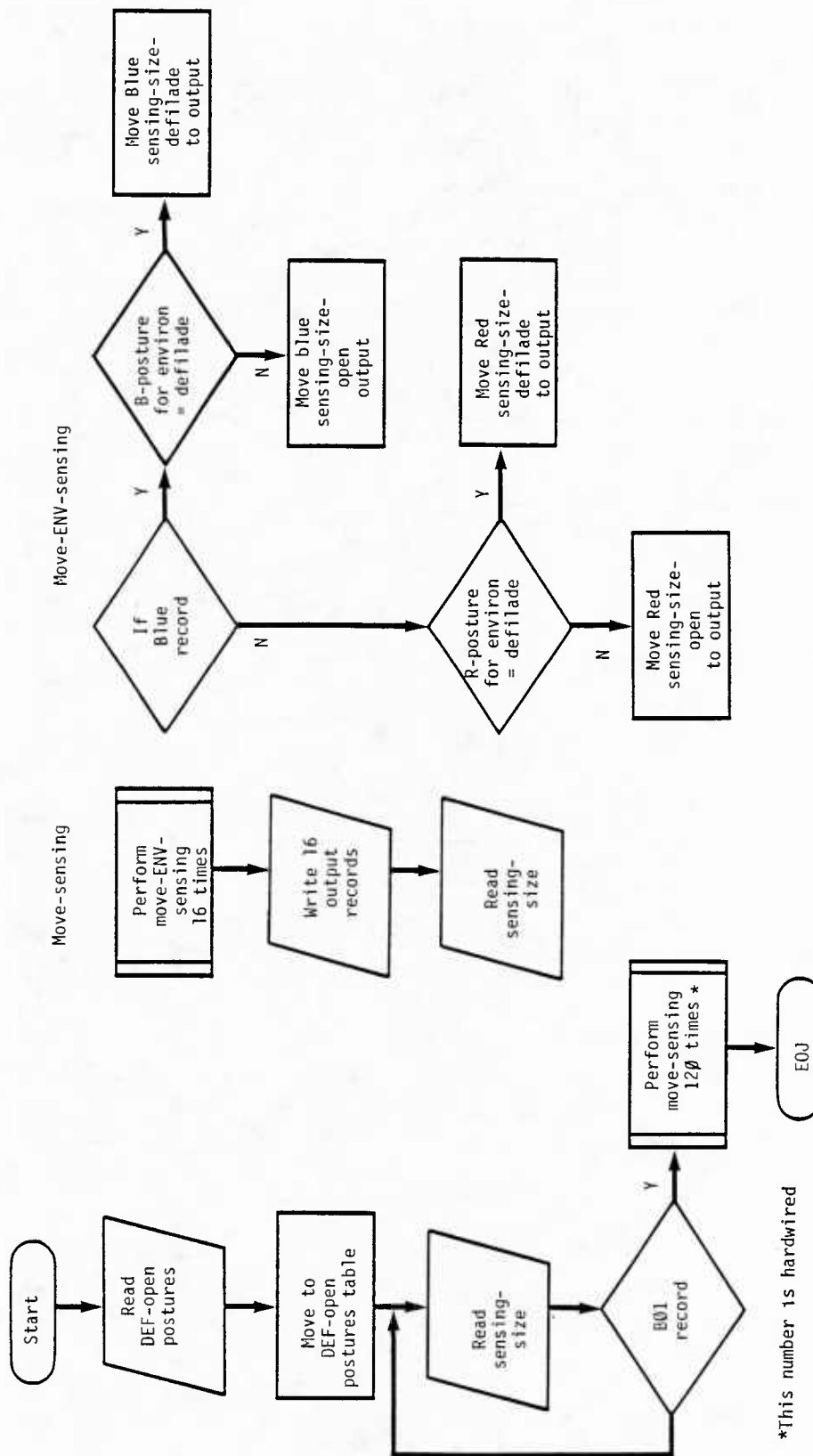


Figure D-I-24. Labeled Sensing Size to Combat Module Format Conversion Program

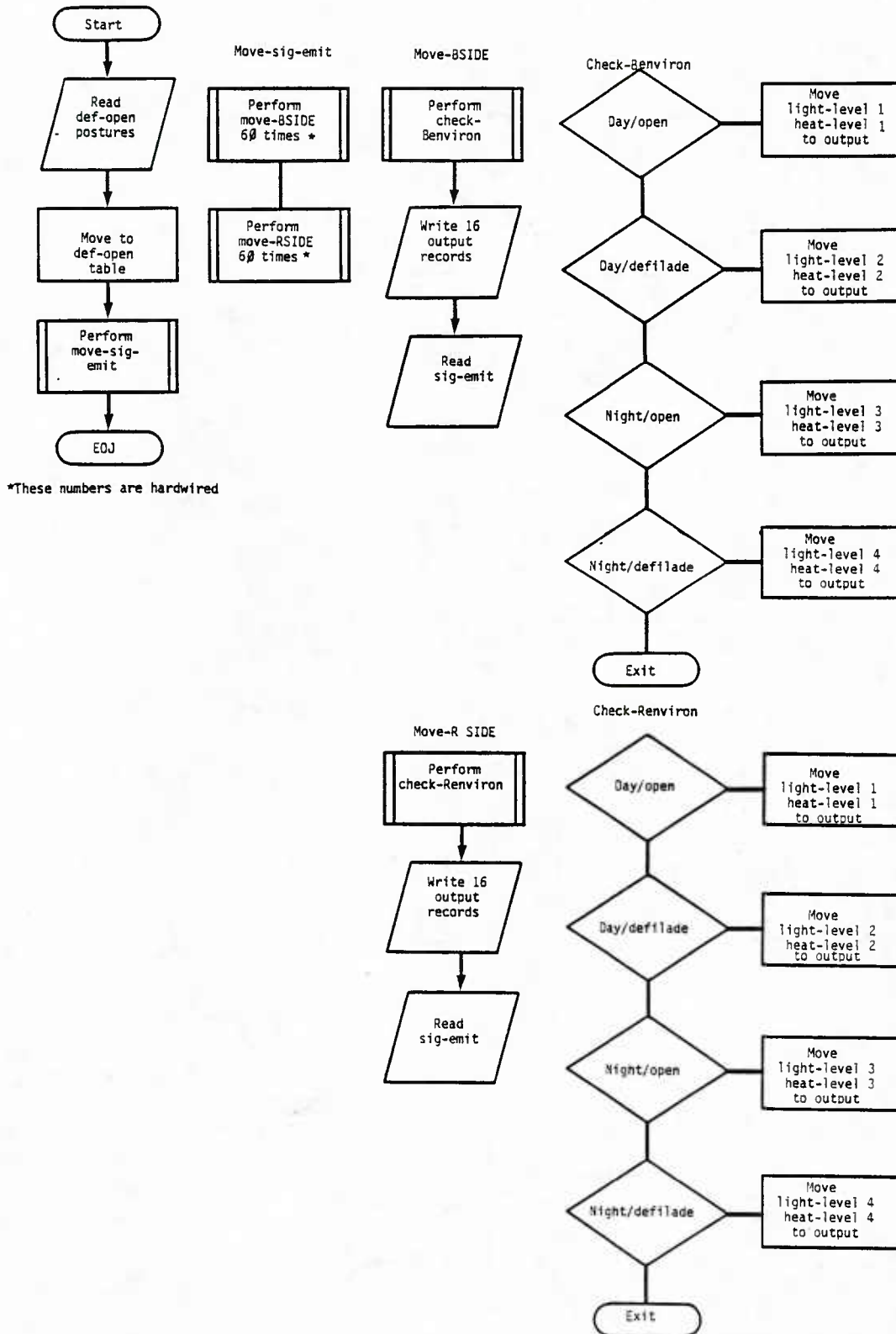


Figure D-I-25. Labeled Signature Emitted to Combat Module Format Conversion Program

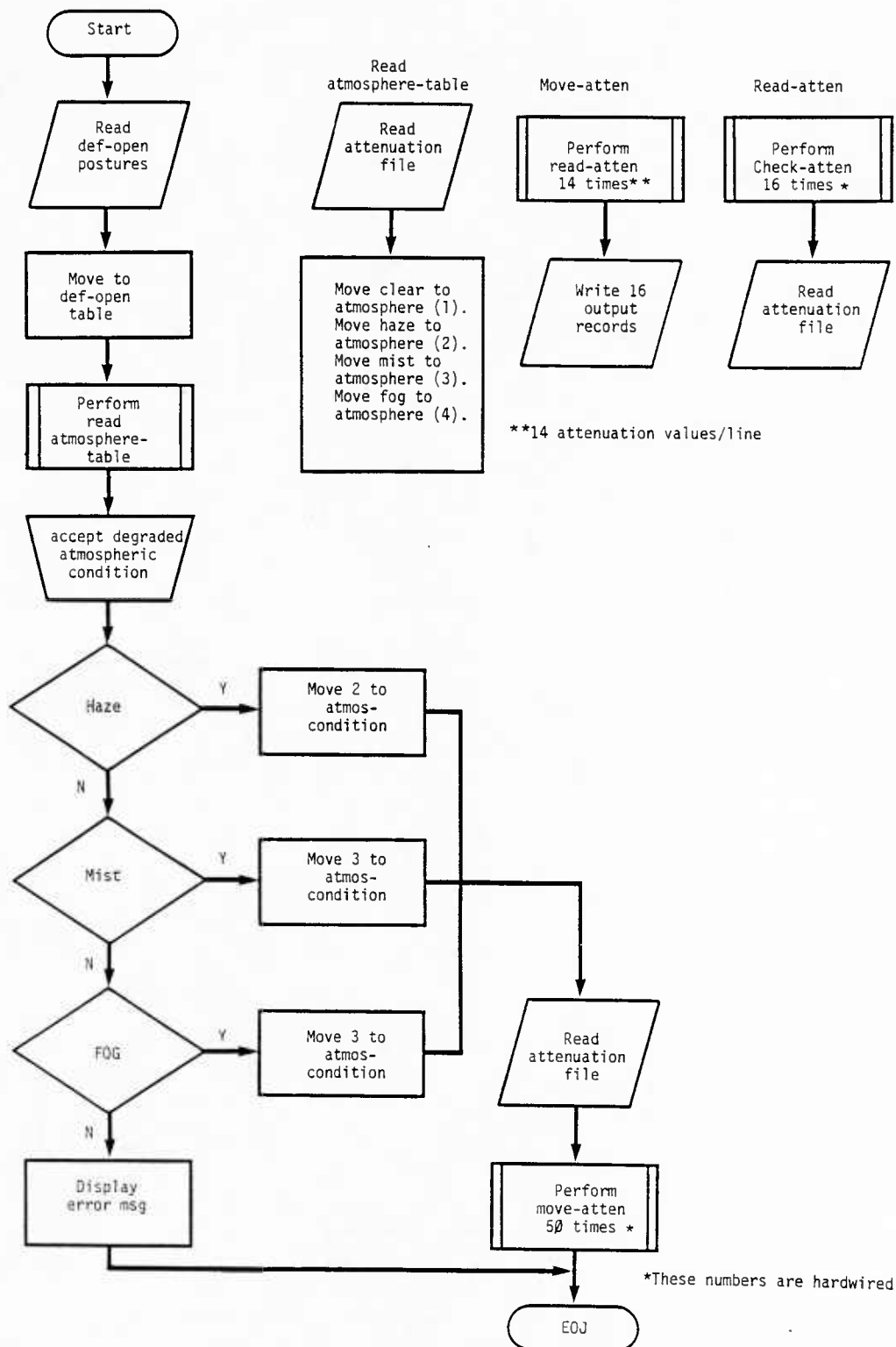


Figure D-I-26. Labeled Sensor Attenuation to Combat
Module Format Conversion Program
(page 1 of 2 pages)

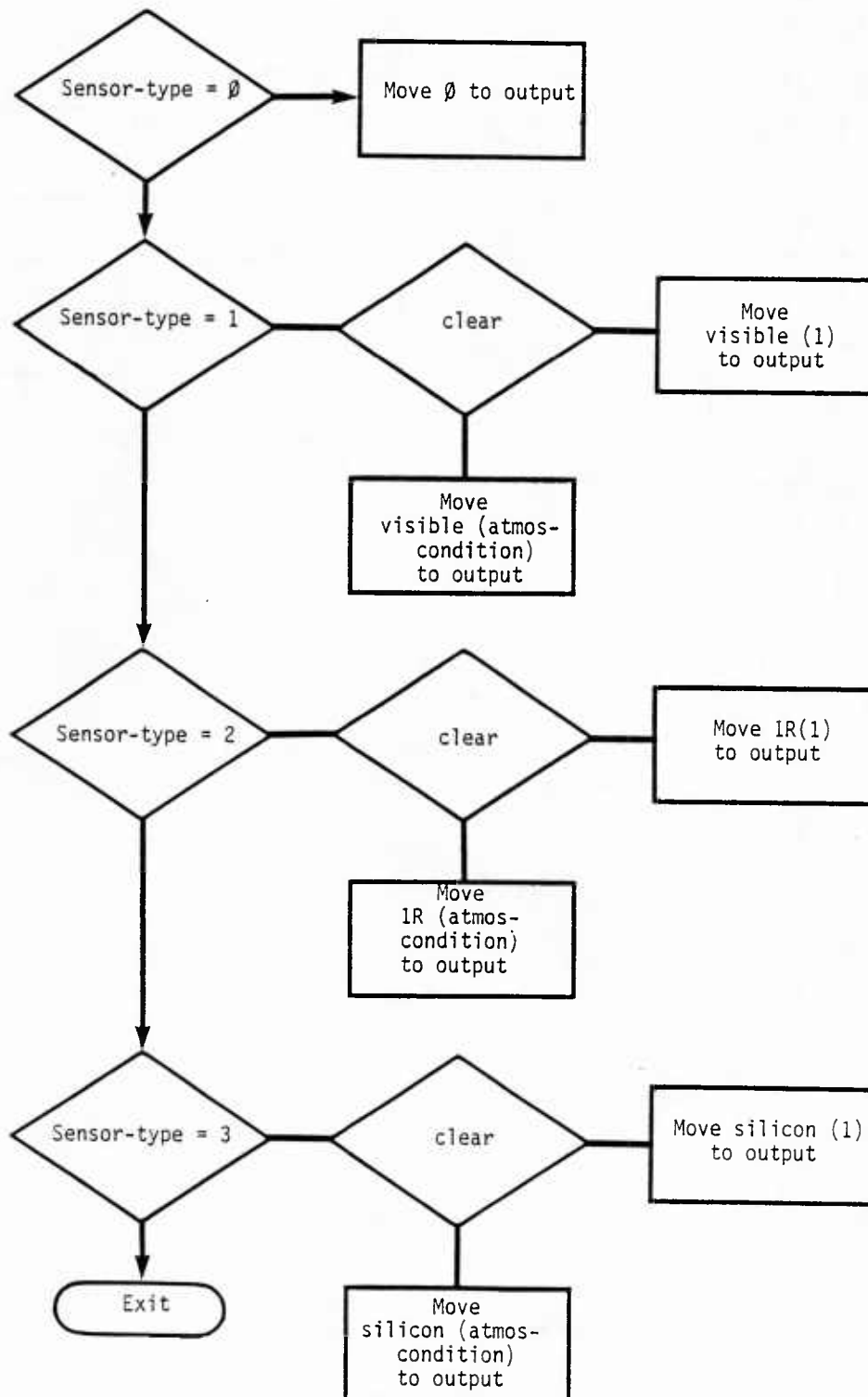


Figure D-I-26. Labeled Sensor Attenuation to Combat
Module Format Conversion Program
(page 2 of 2 pages)

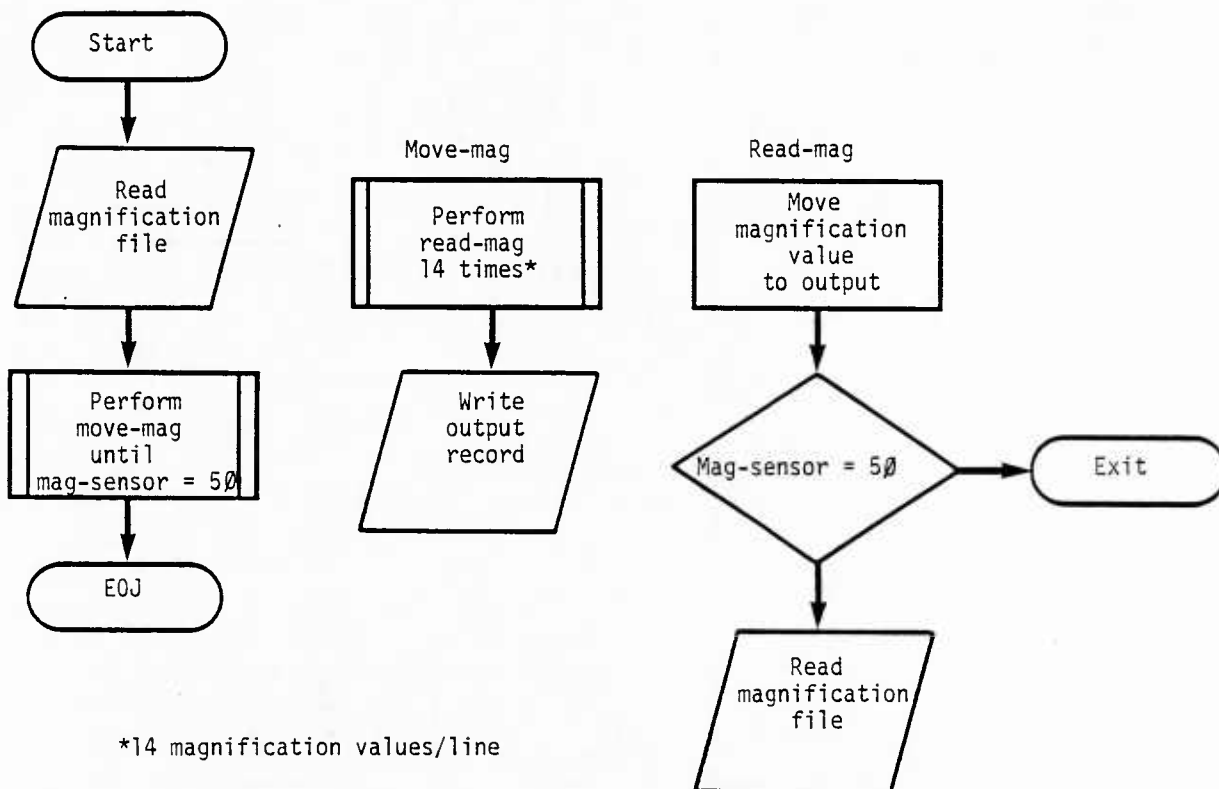


Figure D-I-27. Labeled Sensor Magnification to Combat
Module Format Conversion Program

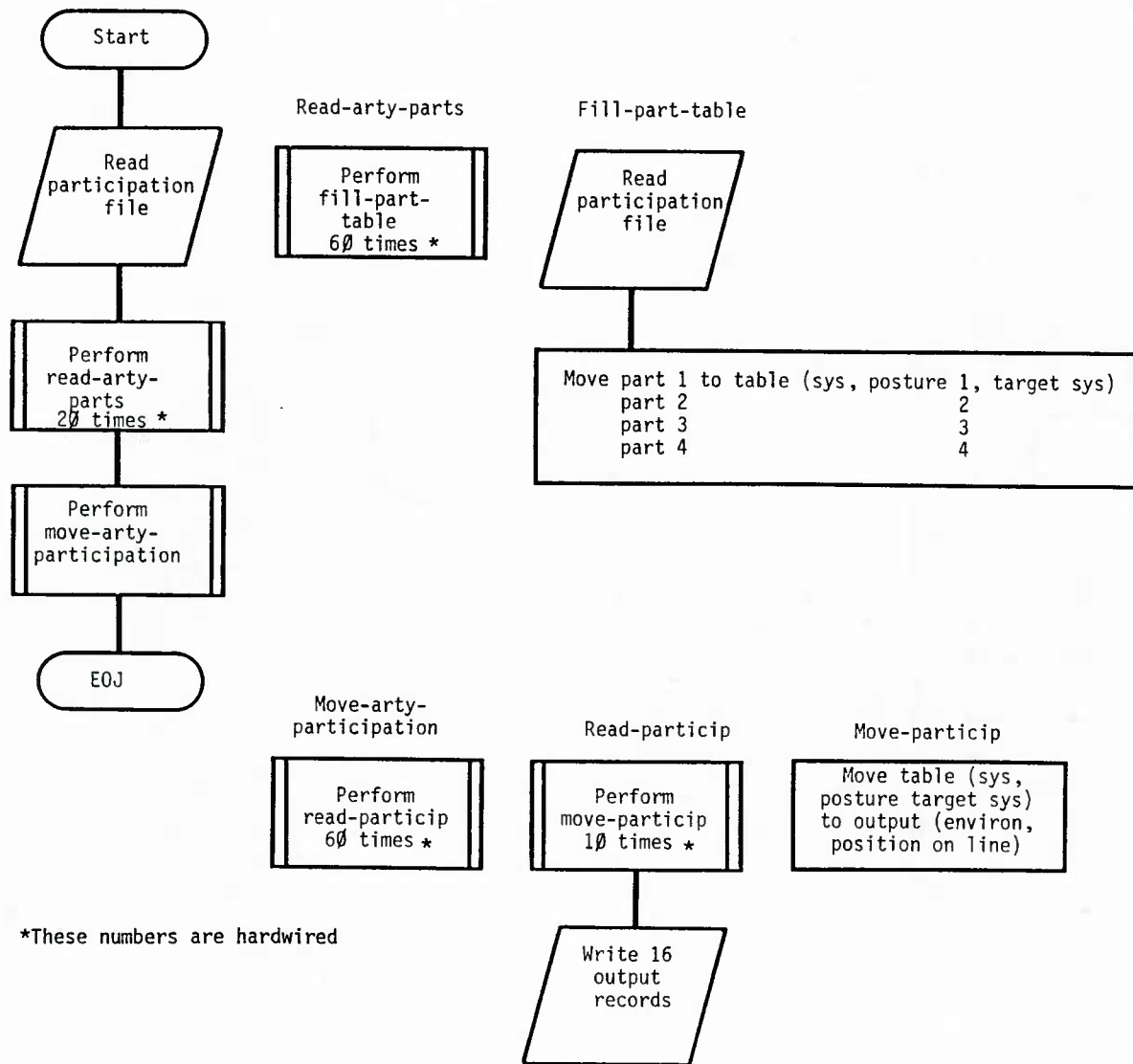


Figure D-I-28. Labeled Participation to Combat Module Format Conversion Program

ANNEX II TO APPENDIX D

AFP ENGAGEMENT PREFERENCES FILE

Section I. OVERVIEW

D-II-1. This annex describes the preference input to the Combat Module. Preferences are needed at the type on type level, i.e., B01 preferences for R01-R60 followed by B02 preferences for R01-R60, and so on for all 60 Blue types. R01 preferences for B01-B60, etc. follow the Blue preferences. A weapon type's preferences to engage the 60 opposing types must total 100 percent. Initial development of the preference file can be facilitated by using a program which accepts category versus category preference inputs and outputs the type versus type preferences required by the Combat Module. Under this scheme, all types within a category have the same preference to engage opposing types of a single category. The output file from this program can be input to the Combat Module directly or can be adjusted for type-on-type module changes. Making these changes can be facilitated by reformatting the output file into a labeled version with a conversion program. This labeled version is changed using the system EDITOR. Another program reads the changed labeled preferences and converts them back to Combat Module format. This annex documents the standard AFP preference set of four Combat Module preference files which relate to the four postures used in AFP. If more or less files are required, the user should adjust the number of preference files accordingly.

Section II. INPUT

D-II-2. A category versus category preference file example shown in Figure D-II-1. There are three logical sections. The first 13 lines are a 13 by 13 array with Side 1 categories 1-13 preferences to engage Side 2 categories 1-13. The next six lines show to which category the Side 1 weapon type belongs. First value is the category of B01, second value is the category of B02, etc. The next line, with 13 numbers, shows the percent of each Side 1 category to be allocated in direct fire duels. These three sections are repeated for Side 2. Category 13 is used in AFP for deep targets. These files are in H7PREFERENCE.RAPD, H7PREFERENCE.STATIC, H7PREFERENCE.RADE, and H7PREFERENCE.BAPD.

D-II-3. A labeled type on type preference file is shown in Figure D-II-2. A Side 1 weapon type's preference to engage each of the 60 Side 2 opponents is listed with the corresponding Side 2 preferences to engage Side 1 in the second column. This file gives preferences from a Side 1 perspective, because all the preferences for a Blue type are shown on one page. It is in H7PREF.LABELED-BLUE. A second file giving preference from a Side 2 perspective is in H7PREF.LABELED-RED. It shows preferences for Side 2 to engage Side 1 in the first preference column, and preferences for Side 2 to engage Side 1 in the next column.



Figure D-II-1. Category versus Category Preferences

SIDE 1 SYSTEM: 7.62GM

AFP # 803

SIDE 2 SYSTEM		PREFERENCES:	
	AFP #	SIDE 1-FOR-SIDE 2	SIDE 2-FOR-SIDE 1
RTRP-D	R01	.000	.000
AKS-74	R02	.156	.123
7.62GM	R03	.156	.123
RSNIPER	R04	.156	.123
GREEN-30	R05	.156	.123
BRDM-2	R06	.063	.045
STR-60	R07	.063	.045
BMP-R	R08	.063	.045
DUMMY	R09	.000	.000
DUMMY	R10	.000	.000
SPG-9	R11	.016	.000
APG-16	R12	.016	.000
AT-5	R13	.016	.000
AT-7	R14	.016	.000
APG-7	R15	.016	.000
BMP-2M	R16	.063	.017
DUMMY	R17	.000	.000
DUMMY	R18	.000	.000
DUMMY	R19	.000	.000
DUMMY	R20	.000	.000
T55	R21	.000	.007
T62	R22	.000	.007
T64	R23	.000	.007
T72	R24	.000	.007
T80	R25	.000	.007
ZSU-23	R26	.000	.002
DUMMY	R27	.000	.000
DUMMY	R28	.000	.000
DUMMY	R29	.000	.000
SA-14	R30	.000	.000
SA-6	R31	.000	.000
SA-7	R32	.000	.000
SA-8	R33	.000	.000
SA-9	R34	.000	.000
SA-11	R35	.000	.000
HOPLIT	R36	.016	.000
HIP-6	R37	.016	.000
HIND-D	R38	.016	.000
DUMMY	R39	.000	.000
DUMMY	R40	.000	.000
LT-21	R41	.000	.000
LT-VEH	R42	.000	.000
FVY-AP	R43	.000	.000
LT-ARM	R44	.000	.000
DUMMY	R45	.000	.000
ACRV-2	R46	.000	.000
DUMMY	R47	.000	.000
DUMMY	R48	.000	.000
DUMMY	R49	.000	.000
DUMMY	R50	.000	.000
MOB-2M	R51	.000	.000
M120T	R52	.000	.000
DUMMY	R53	.000	.000
DUMMY	R54	.000	.000
DUMMY	R55	.000	.000
H122T/	R56	.000	.000
H122T/	R57	.000	.000
L122T+	R58	.000	.000
DUMMY	R59	.000	.000
DUMMY	R60	.000	.000

Figure D-II-2. Labeled Blue Preferences

Section III. OUTPUT

D-II-4. An example of a preference file in Combat Module format is in Figure D-II-3. The preferences are in groups of 4x15 arrays. B01's preferences to engage R01-R15 are in line 1, preferences to engage R16-R30 in line 2, preferences to engage R31-R45 in line 3, and preferences to engage R46-R60 in line 4. B02's preferences follow, and so on. After all the Blue preferences, the Red preferences, R01 versus B01-B60 etc. are listed in the same 15x4 format. These preference file are in H7PREF.RAPD, H7PREF.STATIC, H7PREF.RADE, and H7PREF.BAPD.

1	.250	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000
2	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000
3	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.250	.250	.250	.000
4	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000
5	.000	.156	.156	.156	.156	.063	.063	.063	.000	.000	.016	.016	.016	.016	.016
6	.063	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000
7	.000	.000	.000	.000	.000	.016	.016	.016	.000	.000	.000	.000	.000	.000	.000
8	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000
9	.000	.156	.156	.156	.156	.063	.063	.063	.000	.000	.016	.016	.016	.016	.016
10	.063	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000
11	.000	.000	.000	.000	.000	.016	.016	.016	.000	.000	.000	.000	.000	.000	.000
12	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000
13	.000	.156	.156	.156	.156	.063	.063	.063	.000	.000	.016	.016	.016	.016	.016
14	.063	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000
15	.000	.000	.000	.000	.000	.016	.016	.016	.000	.000	.000	.000	.000	.000	.000
16	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000	.000

Figure D-II-3. Combat Model Format Preference

Section IV. RUNSTREAM

D-II-5. Overall I/O flow of the preference generation process is shown in Figure D-II-4. Elements in H7PREF which contain the category versus category preferences are read by the program H7AFP.870CAT-PREF generating a type versus type preference element in H7PREF. That element is converted to a labeled format in programs H7AFP.870H-PREF-B and H7AFP.870H-PREF-R. Changes are made to the labeled elements with the system EDITOR. The changed elements are read by H7AFP.870M-PREF and are written over the old type versus type elements in H7PREF. The runstreams for each of the pieces of the process are described in the following paragraphs.

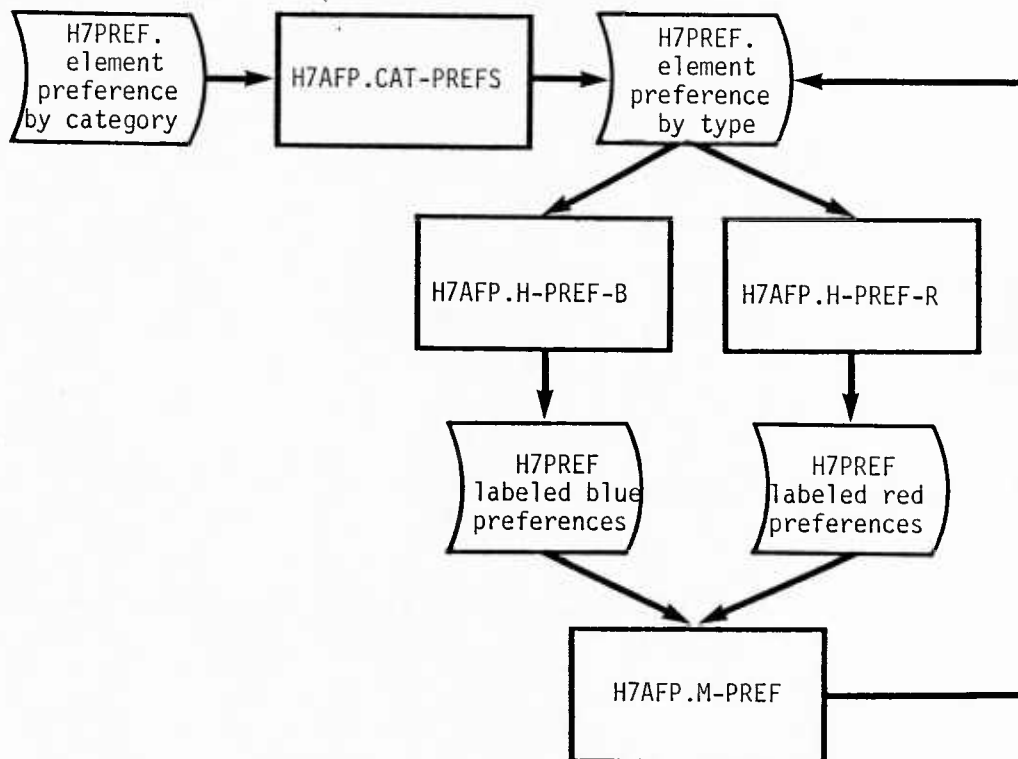


Figure D-II-4. Preference Generation I/O Flow

D-II-6. Figure D-II-5 shows the runstream to convert category preferences to type versus type, Combat Module format.

```

C XQT *H7AFP.870CAT-PREF
C ADD *H7PREF.CAT-RAPD/H
C ED 3.,*H7PREF.RAPD/H
  
```

Figure D-II-5. Convert Category to Type Preference

D-II-7. Figure D-II-6 shows the runstream to convert type versus type preferences to labeled formats, both a Blue and a Red perspective.

```

EQUAL UNCLASSIFIED
SASG,A H7AFPPFILES/XXX/XXX.
SASG,T AFP1.
SED,G1 AFP1.

ADD H7AFPPFILES.INVHMEO/RAPD
SASG,T AFP2.
SED,G1 AFP2.

ADD *H7PREF.RAPD/H
SASG,T OAFP1.
SXQT *H7AFP.870H-PREF-B
SED OAFP1.,*H7PREF.LABELED-BLUE/RAPDH
SXQT *H7AFP.870H-PREF-R
SED OAFP1.,*H7PREF.LABELED-RED/RAPDH
EXIT

```

Figure D-II-6. Convert Combat Module Format to Labeled Format

D-II-8. Figure D-II-7 shows the runstream to convert labeled Blue perspective preferences to Combat Module format. Use this if changes were only made to the Blue perspective file. Figure D-II-8 shows the runstream to convert labeled Red perspective preferences to Combat Module format. Use this if changes were only made to the Red perspective file. Figure D-II-9 shows the runstream to use if both the Blue and Red perspective files were changed. Many times it is easier to make Blue changes in the Blue file and not adjust Red preferences in that file because the Red preferences are spread across 60 pages.

```

SASG,T AFP1.
SED,G1 AFP1.

ADD *H7PREF.LABELED-BLUE/RAPDH
SASG,T OAFP1.
SXQT *H7AFP.870H-PREF
SED OAFP1.,*H7PREF.RAPD/H
SASG,T 12.
SED *H7PREF.RAPD/H,12.
SXQT *H7AFP.PREFCHK
EO 60
SASG,A H7AFPPFILES/XXX/XXX.
SED,G1 AFP1.

ADD H7AFPPFILES.INVHMEO/RAPD
SASG,T AFP2.
SED,G1 AFP2.

ADD *H7PREF.RAPD/H
SXQT *H7AFP.870H-PREF-B
SED OAFP1.,*H7PREF.LABELED-BLUE/RAPDH
EXIT

```

Figure D-II-7. Convert Labeled Blue Preferences


```

@ASG,T AFP1.
@ED,GI AFP1.

ADD *H7PREF.LABELED-RED/RAPDH
@ASG,T @AFP1.
@XQT *H7AFP.870M-PREF
@ED @AFP1.,*H7PREF.RAPD/H
@ASG,T 12.
@ED *H7PREF.RAPD/H,12.
@XQT *H7AFP.PREFCHK
60 60
@ASG,A H7AFFFILES/XXX/XXX.
@ED,GI AFP1.

ADD H7AFFFILES.INVHM80/RAPD
@ASG,T AFP2.
@ED,GI AFP2.

ADD *H7PREF.RAPD/H
@XQT *H7AFP.870H-PREF-R
@ED @AFP1.,*H7PREF.LABELED-RED/RAPDH
EXIT

```

Figure D-II-8. Convert Labeled Red Preferences

```

BASG,T AFP1.
BED,QI AFP1.

ADD *H7PREF.LABELED-BLUE/RAPDH
BASG,T OAFP1.
BXQT *H7AFP.870M-PREF
BED OAFP1.,*H7PREF.RAPD/H
BED,QI AFP1.

ADD *H7PREF.LABELED-RED/RAPDH
BXQT *H7AFP.870M-PREF
BED,U *H7PREF.RAPD/H
D 241 480
ADD OAFP1. 1 240
EXI
BASG,T 12.
BED *H7PREF.RAPD/H,12.
BXQT *H7AFP.PREFCHK
D 60 60
BASG,A H7AFFFILES/XXX/XXX.
BED,QI AFP1.

ADD H7AFFFILES.INVHMEQ/RAPD
BASG,T AFP2.
BED,QI AFP2.

ADD *H7PREF.RAPD/H
BXQT *H7AFP.870H-PREF-B
BED OAFP1.,*H7PREF.LABELED-BLUE/RAPDH
BASG,A *H7PRT1.
QUSE P1.,*H7PRT1.
BXQT *H7AFP.870TOP
HMC BLUE PREFS
ASYM,U P1.
AFREE P1.
BXQT *H7AFP.870H-PREF-R
BED OAFP1.,*H7PREF.LABELED-RED/RAPDH
BASG,A *H7PRT2.
QUSE P1.,*H7PRT2.
BXQT *H7AFP.870TOP
HMC RED PREFS
ASYM,U P1.

```

Figure D-II-9. Convert Labeled Blue and Red Preferences

Section V. PROGRAMS

D-II-9. The program which converts category versus category preferences to type versus type is H7AFP.CAT-PREF. The absolute program is H7AFP.870CAT-PREF. If participation and preferences by category are nonzero, the preference is proportioned among the opposing category. The program's I/O flow is in Figure D-II-10. The program flowchart is shown in Figure D-II-11, and variable definitions are in Table D-II-1.

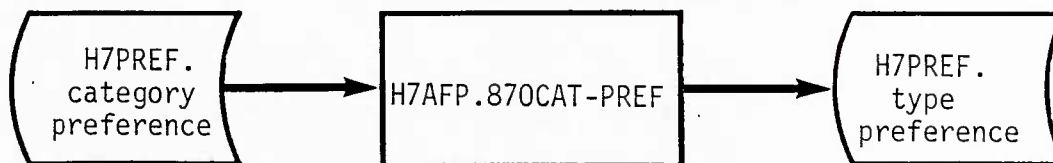


Figure D-II-10. H7AFP.CAT-PREF I/O Flow

D-II-10. There are two programs which convert the Combat Module preferences to labeled format, H7AFP.H-PREF-BLUE creates a labeled version from a Blue perspective, i.e., Side 1 (Blue) preferences are grouped by Blue type versus 60 Red types. H7AFP.H-PREF-RED creates a labeled version from a Red perspective. The absolute programs are H7AFP.870H-PREF-B and H7AFP.870H-PREF-R. I/O flow for the programs are in Figures D-II-12 and D-II-13. H-PREF-BLUE's flowchart is in Figure D-II-14. H-PREF-RED's flowchart is in Figure D-II-15.

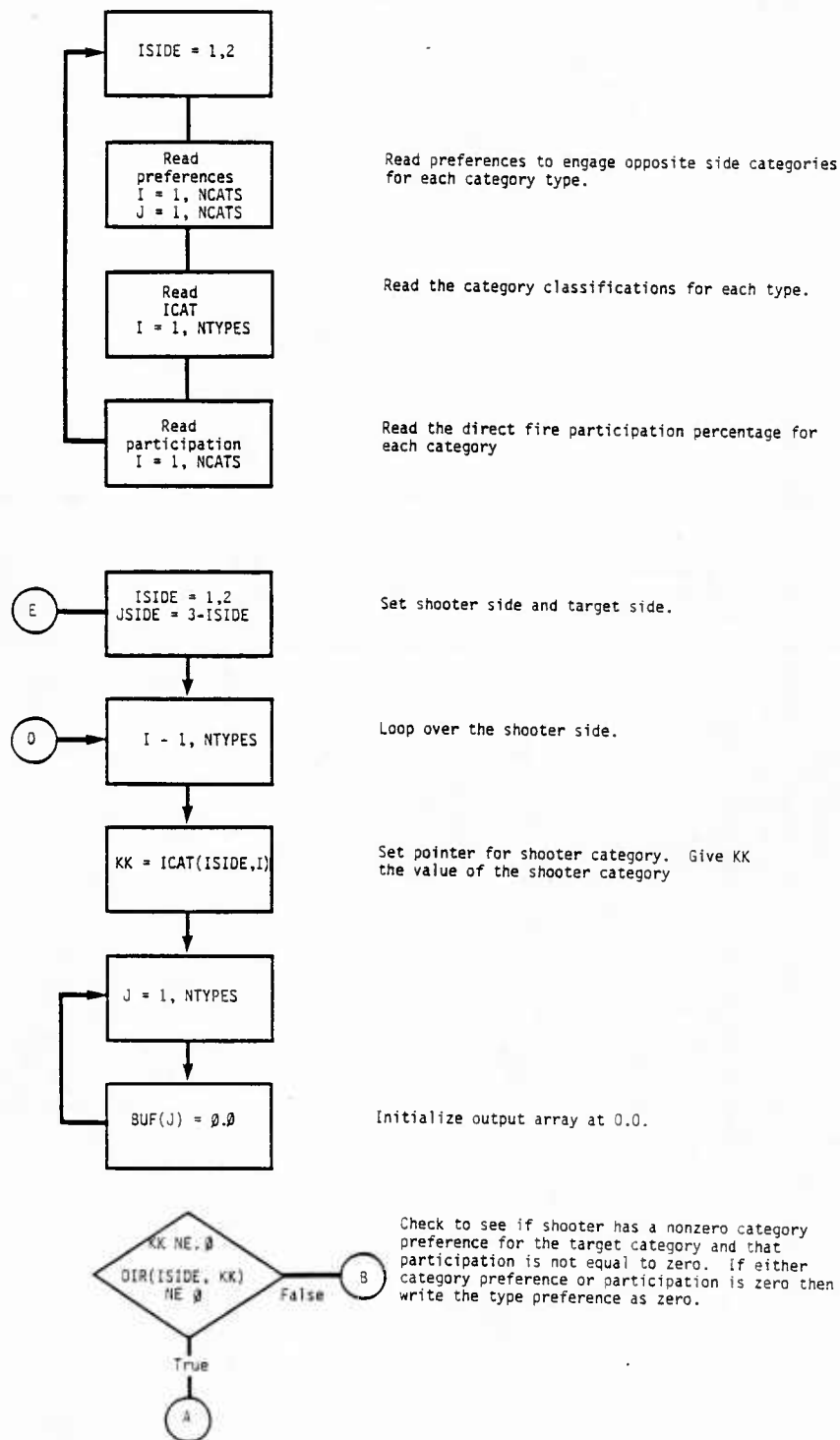


Figure D-II-11. H7AFP.CAT-PREF Flowchart
(page 1 of 3 pages)

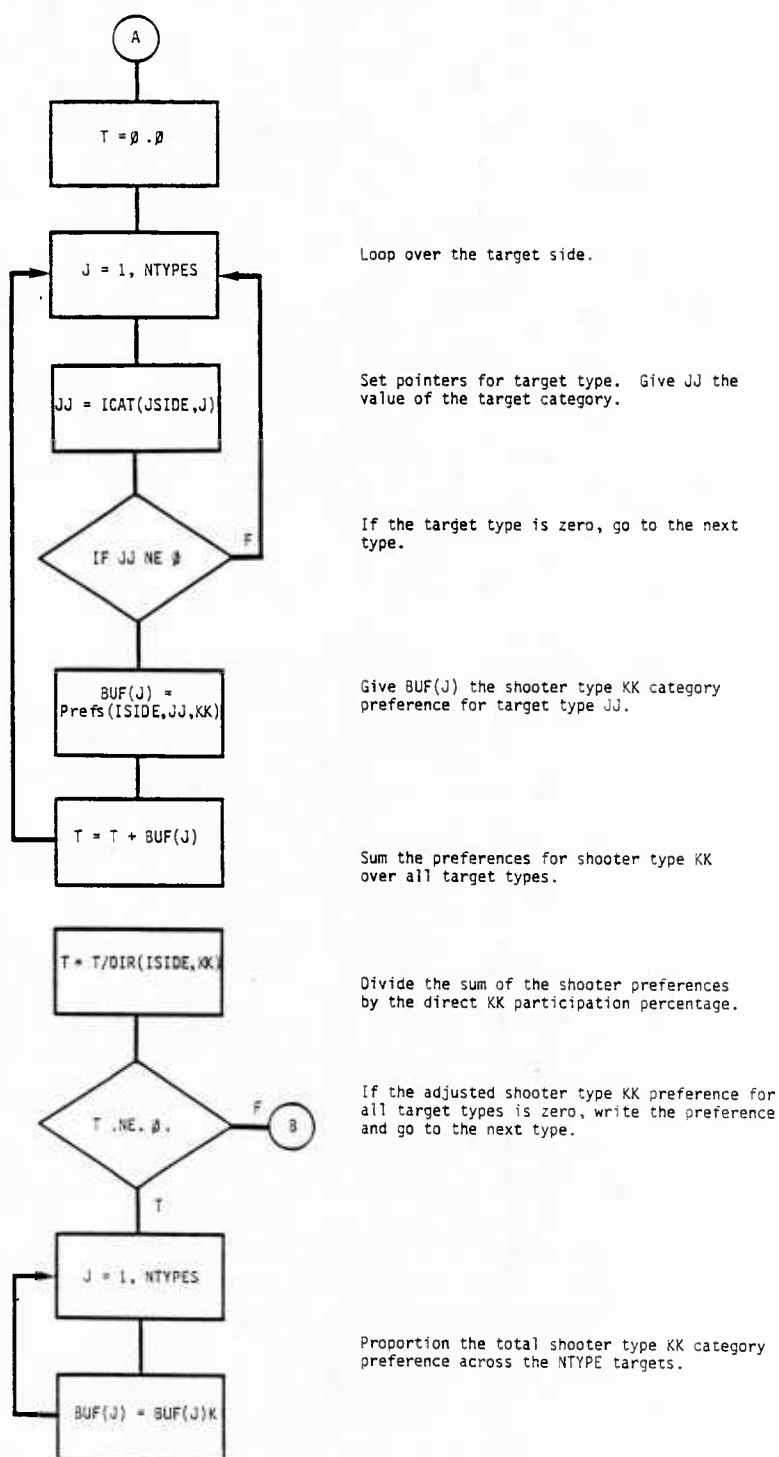


Figure D-II-11. H7AFP.CAT-PREF Flowchart
(page 2 of 3 pages)

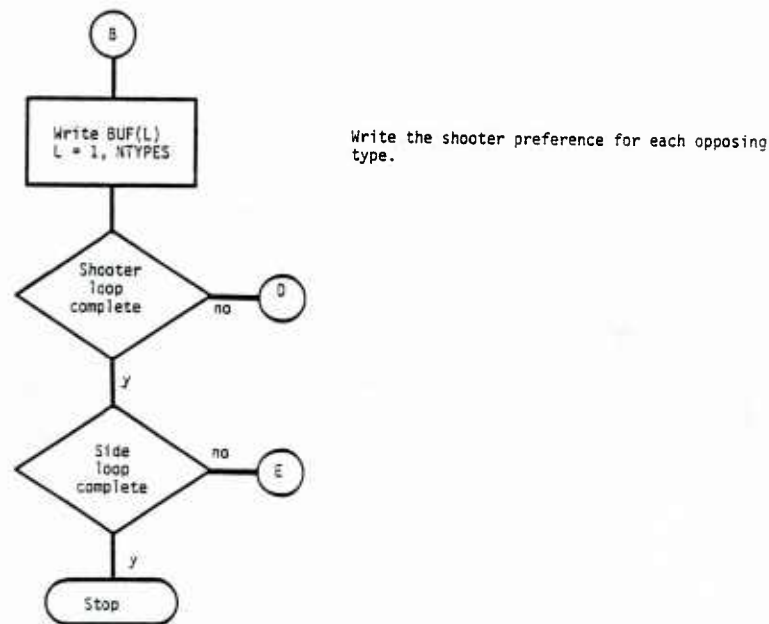


Figure D-II-11. H7AFP.CAT-PREF Flowchart
(page 3 of 3 pages)

Table D-II-1. Variable Definitions

NCATS	Number of categories on each side
NTYPES	Number of weapon types on each side
PREFS	A three-dimensional array which contains the input preferences for each of the sides to engage each other on a category-by-category basis
ICAT	A two-dimensional array which contains the category classifications for each type weapon on each side
BUF	An array which contains the output values - preferences for each of the sides to engage each other on a weapon type by weapon type basis
DIR	A two-dimensional array which contains the direct fire participation percentage for each category on each side
KK	A pointer for the shooter category
JJ	A pointer for the target category
T	Variable used to transform the preference for each category into type-on-type preferences

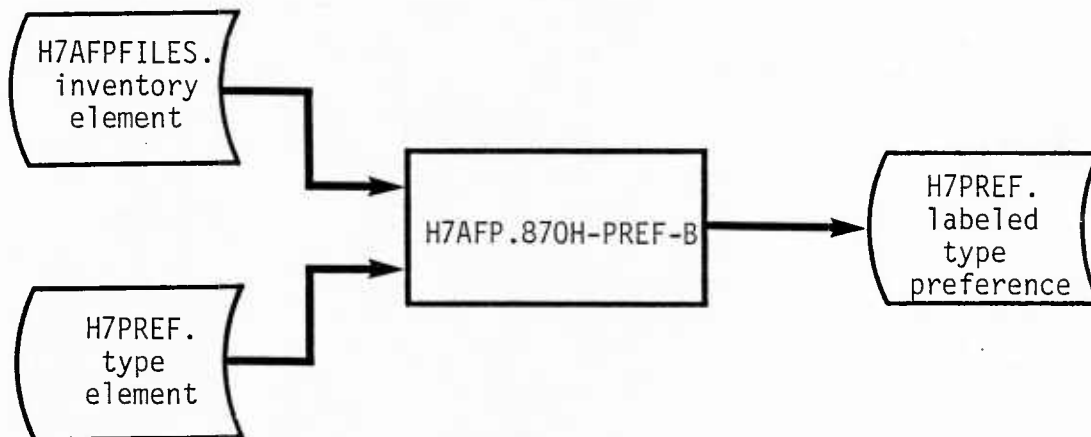


Figure D-II-12. H7AFP.H-PREF-BLUE I/O Flow

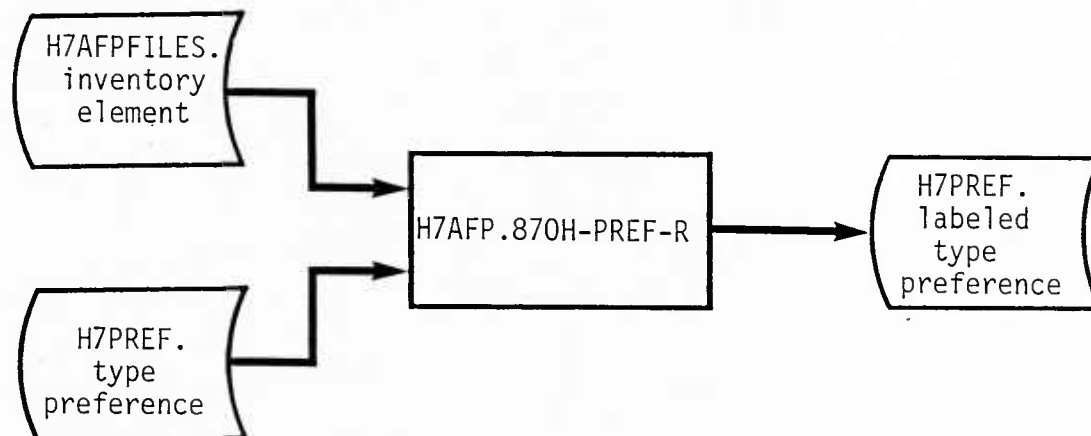


Figure D-II-13. H7AFP.H-PREF-RED I/O Flow

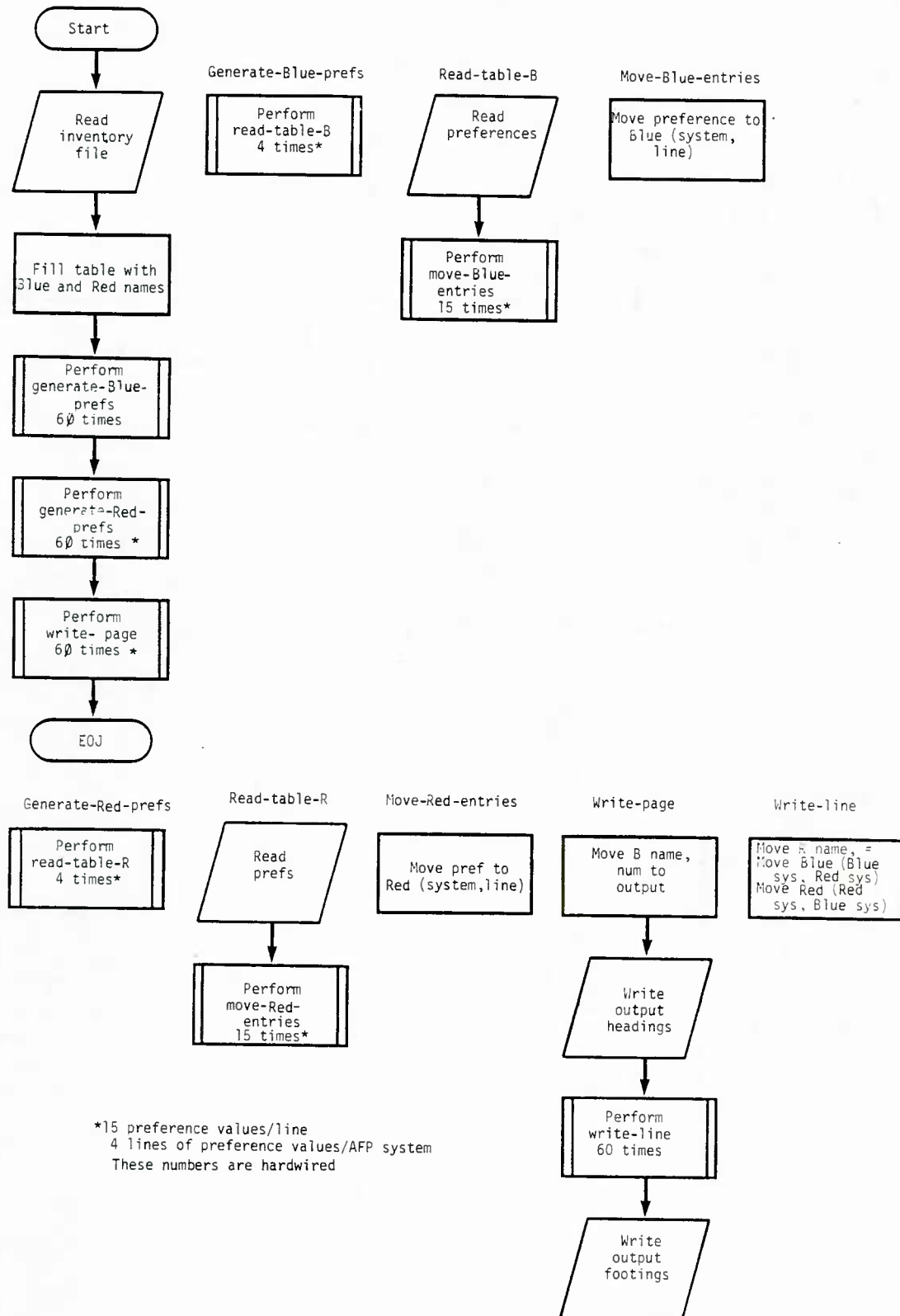


Figure D-II-14. H7AFP.H-PREF-BLUE Flowchart

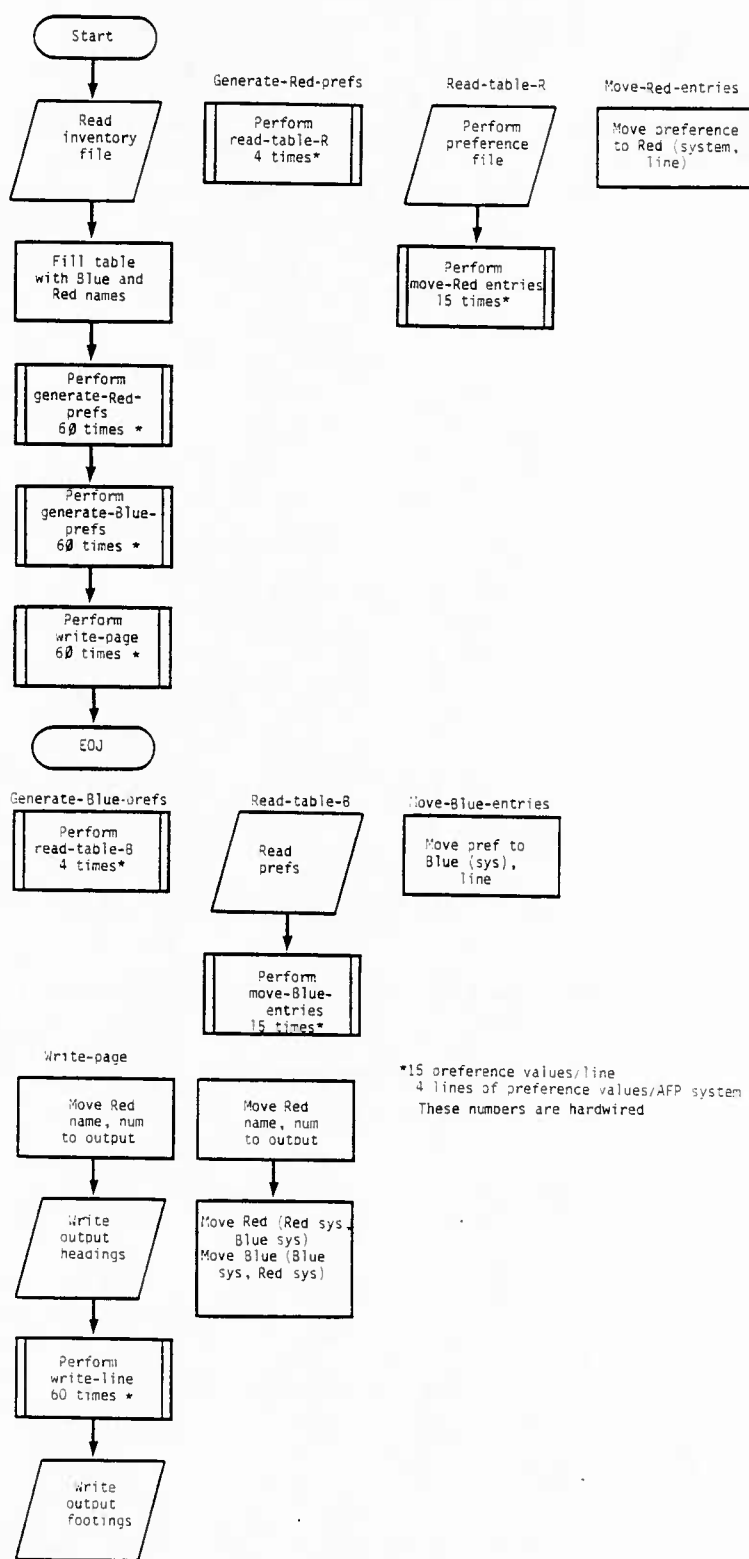


Figure D-II-15. H7AFP.H-PREF-RED Flowchart

D-II-11. There is one program which converts the labeled preferences back to Combat Module format. H7AFP.M-PREF reads the Blue perspective output from H7AFP.H-PREF-BLUE, the Red perspective output from H7AFP.H-PREF-RED. The absolute program is H7AFP.870M-PREF. Depending on how changes are made to the labeled preferences, this program may be executed once or twice. If changes are only made to the BLUE preference file, use the runstream in Figure D-II-7. If only RED changes were made, use the runstream in Figure D-II-8. However, sometimes it is easier to make BLUE changes in the BLUE file and RED changes in the RED file. Then use the runstream in Figure D-II-9. I/O flow for the program is in Figure D-II-16. The flowchart is in Figure D-II-17.

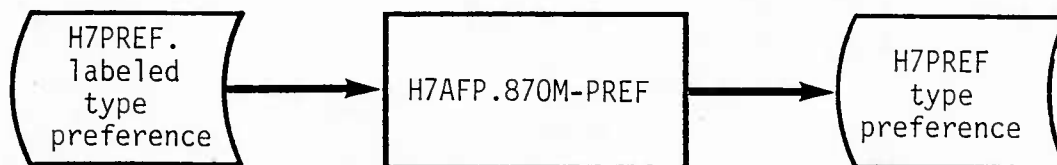


Figure D-II-16. H7AFP.M-PREF I/O Flow

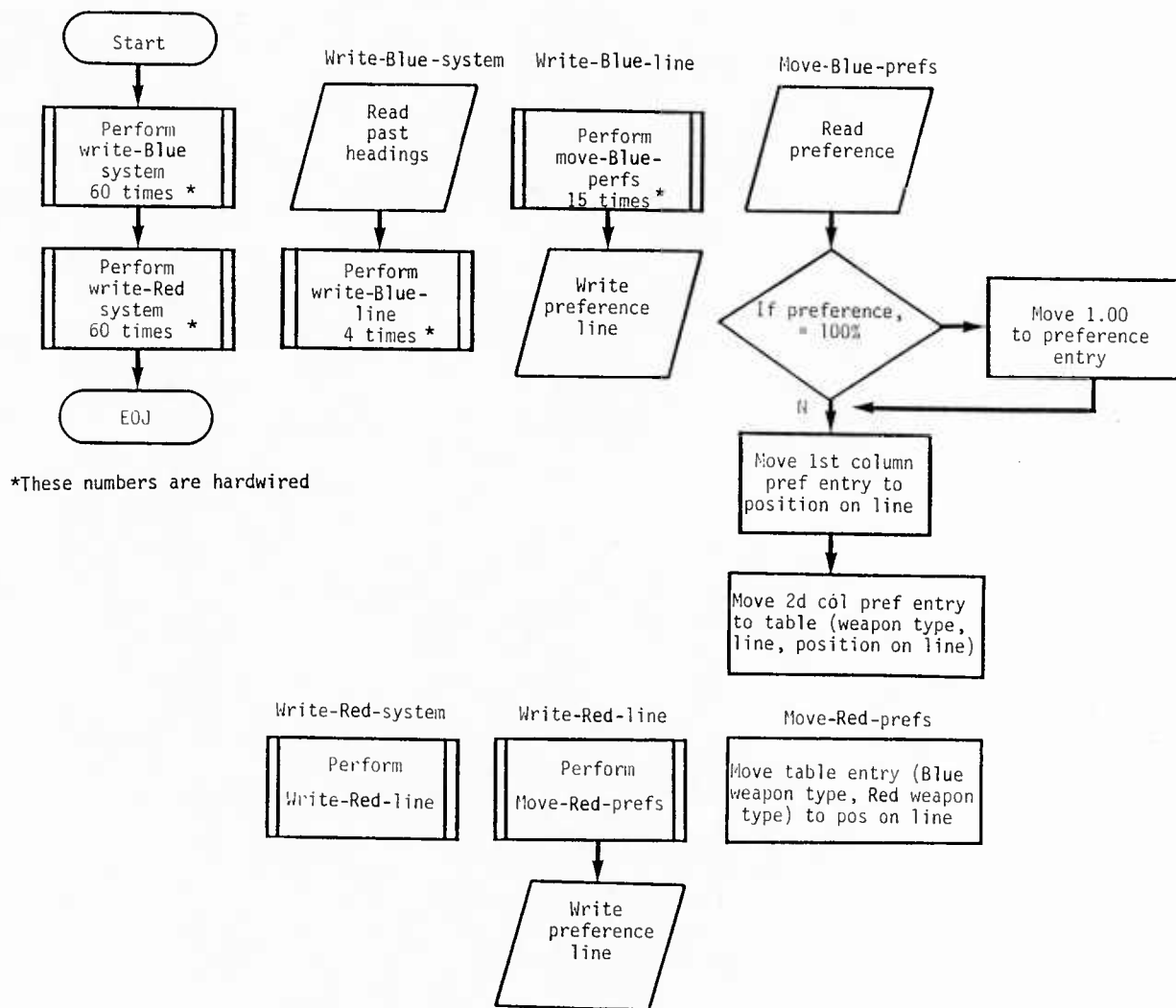


Figure D-II-17. H7AFP.M-PREF Flowchart



ANNEX III TO APPENDIX D

THE DISTRIBUTION OF DUELS TO RANGE BANDS
WITHIN THE COMBAT MODULE

Section I. OVERVIEW

D-III-1. This annex describes the input file which serves as the mechanism for distributing the type-on-type duels across the six range bands employed in the Combat Module. It is important to note that each duel must have a range distribution input.

D-III-2. There are currently six range bands and one environment in each Combat Module run. The range distribution file, H7RNGDST, is used to distribute the duels at each odds class to the six ranges. The six ranges are delineated as follows:

Range 1	Range 2	Range 3	Range 4	Range 5	Range 6
250 meters	500 meters	1,000 meters	1,500 meters	2,500 meters	$\geq 2,500$ meters

A different range distribution of duels could be used for each AFP environment if deemed appropriate. Presently, only four are utilized, varying across the four combat postures. The distinct posture distributions are contained as elements in the file H7RNGDST and are employed as reflected at Table D-III-1.

Table D-III-1. Range Distributions Across Postures

Environment	File	Element
1 Clear day Red attack prepared defense	H7RNGDST	RAPD
2 Clear day static	H7RNGDST	STATIC
3 Clear day Red attack Blue delay	H7RNGDST	RADE
4 Clear day Blue attack prepared defense	H7RNGDST	BAPD
5 Clear night Red attack prepared defense	H7RNGDST	RAPD
6 Clear night static	H7RNGDST	STATIC
7 Clear night Red attack Blue delay	H7RNGDST	RADE
8 Clear night Blue attack prepared defense	H7RNGDST	BAPD
9 Degraded day Red attack prepared defense	H7RNGDST	RAPD
10 Degraded day static	H7RNGDST	STATIC
11 Degraded day Red attack Blue delay	H7RNGDST	RADE
12 Degraded day Blue attack prepared defense	H7RNGDST	BAPD
13 Degraded night Red attack prepared defense	H7RNGDST	RAPD
14 Degraded night static	H7RNGDST	STATIC
15 Degraded night Red attack Blue delay	H7RNGDST	RADE
16 Degraded night Blue attack prepared defense	H7RNGDST	BAPD

D-III-3. RANGE DISTRIBUTION OF DUELS

a. The input range distribution exerts a powerful influence on the outcome of the direct fire duels. The range distribution, in conjunction with the engagement preferences and SSPKs, form an interrelated, complex data set that determines the results of all direct fire battles.

b. The range distribution and the engagement preference are subjectively determined by applying the doctrine and tactics of the appropriate Blue and Red force. The determination of which weapons will engage each other, and the ranges over which the engagements will be fought, is based in the combat posture (attack, defend, delay, static) being simulated by the Combat Module.

D-III-4. The range distribution files exist in two different formats: a machine readable format actually used as input to the Combat Module, and a labeled format used to facilitate data transcription and review. Additionally, there are two utility programs used to transform the data files from machine format to labeled format and vice versa. Figure D-III-1 illustrates the range distribution generation process. Source worksheets are developed using military judgment and doctrine to distribute the type-on-type duels to range bands. These data are keyed into the labeled file format. The program which converts from labeled to combat module format is then utilized to convert to the input format required by the Combat Module completing the process. A separate utility may be used to convert any extant Combat Module format range distribution file to the labeled format. This second utility program is not normally used in constructing the range distribution files but does constitute a convenient means of labeling any combat module format version for which the labeled version has not been saved or is not readily identifiable. The ensuing sections describe the data file formats and the utility programs in more detail.

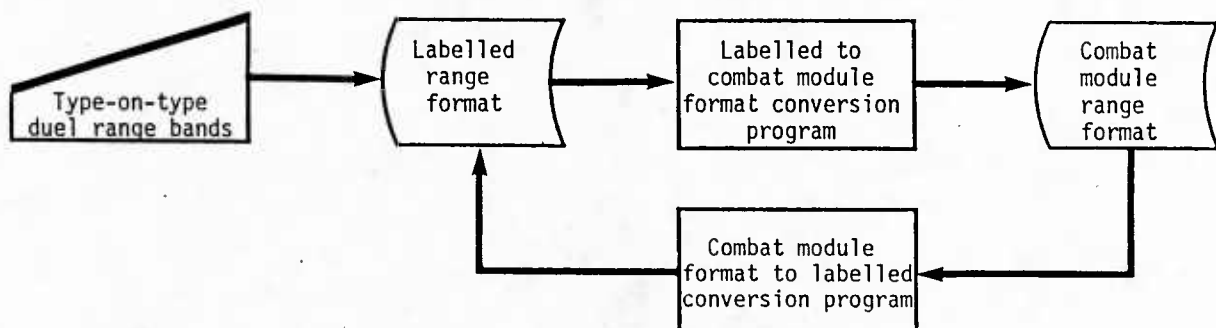


Figure D-III-1. Range Distribution Generation

Section II. INPUT

D-III-5. Figure D-III-2 is an example of the labeled range distribution file. This example portrays Side 1, type 1 (B01 BTRP) versus each of the Side 2 types, i.e., R01 through R60. The values shown are the percentage of duels (between the types) to be distributed to each of the six ranges. For this example, the duels between B01 and R01 would all be in the deep range while 70 percent of the B01 versus R02 duels would be at 250 meters, 20 percent at 500 meters, and 10 percent at 1,000 meters. Table D-III-2 depicts the file organization. Note that the file layout does not show Side 1 types nested under Side 2 types. This is because there can only be one distribution of a type-on-type duel, i.e., B01 versus R01 is the same as R01 versus B01 and requires only one distribution input. The labeled file is read by utility program, H7AFP.870M-RANGE, to produce the machine-readable version which is read by the Combat Module.

SIDE 1		SIDE 2		RANGE DISTRIBUTION (% OF CONFLICTS)					
AFP TYPE #		AFP TYPE #		250	500	1000	1500	2500	DEEP
B11 DRAGON		R01 RTRP DEEP		90	10	0	0	0	0
		R02 AKS-74		70	20	10	0	0	0
		R03 7.60GM		90	10	0	0	0	0
		R04 RSNIFE		90	10	0	0	0	0
		R05 GREN30		90	10	0	0	0	0
		R06 BRDM-2		40	40	20	0	0	0
		R07 BTP-60		40	40	20	0	0	0
		R08 BMP-R		40	40	20	0	0	0
		R09 DUMMY		20	20	20	20	20	0
		R10 DUMMY		20	20	20	20	20	0
		R11 SPG-9		20	20	20	20	20	0
		R12 RPG-16		20	20	20	20	20	0
		R13 AT-5		40	60	0	0	0	0
		R14 AT-7		20	0	0	0	0	0
		R15 RPG 7		100	0	0	0	0	0
		R16 BMP2M		50	40	10	0	0	0
		R17 DUMMY		20	20	20	20	20	0
		R18 DUMMY		20	20	20	20	20	0
		R19 DUMMY		20	20	20	20	20	0
		R20 DUMMY		20	20	20	20	20	0
		R21 T55		50	50	0	0	0	0
		R22 T62		50	50	0	0	0	0
		R23 T64		50	50	0	0	0	0
		R24 T72		50	50	0	0	0	0
		R25 T80		50	50	0	0	0	0
		R26 ZSU-23		10	50	40	0	0	0
		R27 DUMMY		20	20	20	20	20	0
		R28 DUMMY		20	20	20	20	20	0
		R29 DUMMY		20	20	20	20	20	0
		R30 SA-14		20	20	20	20	20	0
		R31 SA-6		20	20	20	20	20	0
		R32 SA-7		20	20	20	20	20	0
		R33 SA-8		20	20	20	20	20	0
		R34 SA-9		20	20	20	20	20	0
		R35 SA-11		20	20	20	20	20	0
		R36 HOPLITE		20	20	20	20	20	0
		R37 HIP-E		20	20	20	20	20	0
		R38 HIND-D		20	20	20	20	20	0
		R39 DUMMY		20	20	20	20	20	0
		R40 DUMMY		20	20	20	20	20	0
		R41 MIG-21		20	20	20	20	20	0
		R42 LT VEH D		20	20	20	20	20	0
		R43 HVY ARM D		20	20	20	20	20	0
		R44 LT ARM D		20	20	20	20	20	0
		R45 DUMMY		20	20	20	20	20	0
		R46 ACRV-2 C&C		20	20	20	20	20	0
		R47 DUMMY		20	20	20	20	20	0
		R48 DUMMY		20	20	20	20	20	0
		R49 DUMMY		20	20	20	20	20	0
		R50 DUMMY		20	20	20	20	20	0
		R51 M082M		20	20	20	20	20	0
		R52 M120T		20	20	20	20	20	0
		R53 DUMMY		20	20	20	20	20	0
		R54 DUMMY		20	20	20	20	20	0
		R55 DUMMY		20	20	20	20	20	0
		R56 H122T/S		20	20	20	20	20	0
		R57 H152T/S		20	20	20	20	20	0
		R58 L122T+		20	20	20	20	20	0
		R59 DUMMY		20	20	20	20	20	0
		R60 DUMMY		20	20	20	20	20	0

Figure D-III-2. Labeled Range Distribution (percent of conflicts)

Table D-III-2. Range Distribution File Organization

Side 1, Type 1

Side 2 Type 1
 Side 2 Type 2
 Side 2 Type 3
 Thru
 Side 2 Type 60

Side 1, Type 2

Side 2 Type 1
 Side 2 Type 2
 Side 2 Type 3
 Thru
 Side 2 Type 60
 Thru

Side 1, Type 60

Side 2 Type 1
 Side 2 Type 2
 Side 2 Type 3
 Thru
 Side 2 Type 60

Section III. OUTPUT

D-III-6. Figure D-III-3 is an example of the machine-readable or Combat Module format of the range distribution file produced by H7AFP.870M-RANGE. The first 15 lines of the file distribute the duels between Side 1, type 1 and Side 2, types 1 through 60. The first six values on line 1 are the percentage of duels between Side 1, type 1 and Side 2, type 1 distributed to each of the six range bands. The subsequent values on line 1 are for Side 1, type 1 versus Side 2, type 2 followed by Side 1, type 1 versus Side 2, type 3 and Side 1, type 1 versus Side 2, type 4. The file organization is identical to that of the labeled version shown at Figure D-III-2.

90	10	0	0	0	0	70	20	10	0	0	0	90	10	0	0	0	0	90	10	0	0	0	0
90	10	0	0	0	0	40	40	20	0	0	0	40	40	20	0	0	0	40	40	20	0	0	0
20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0
40	60	0	0	0	0	20	20	20	20	20	0	100	0	0	0	0	0	50	40	10	0	0	0
20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0
50	50	0	0	0	0	50	50	0	0	0	0	50	50	0	0	0	0	50	50	0	0	0	0
50	50	0	0	0	0	10	50	40	0	0	0	20	20	20	20	20	0	20	20	20	20	20	0
20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0
20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0
20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0
20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0
20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0
20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0
20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0
20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0
20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0
20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0	20	20	20	20	20	0

Figure D-III-3. Combat Module Format Range Distribution

D-III-7. Utility program H7AFP.870H-RANGE takes as input the Combat Module format version of the range distribution file and creates the labeled version illustrated at Figure D-III-2.

Section IV. RUNSTREAM

D-III-8. Figure D-III-4 displays a sample runstream used to execute H7AFP.870M-RANGE to transform the range distribution file from labeled format to combat module format. Note that the element name for file H7RNGDST. must be changed in the runstream to reflect the appropriate element for the posture, i.e., RAPD, STATIC, RADE, or BAPD. Figure D-III-5 provides an overview of the runstream process. H7AFP.RNGCHK is executed after H7AFP.870M-RANGE to verify that the percentage of conflicts distributed across the six ranges total to unity. Error messages will show the side and types which do not total to 100 percent $\pm .01$. Those ranges must be corrected or the AFP Main module will not execute. There is no message if all ranges are correct. The last section of this runstream needs the range distribution elements which have been created and generates a near-far range band element to be used in Basedata. The near values are the closets range. across all postures, at which the weapon type will shoot. The far value are the farthest ranges, across all postures.

```

@ASG,A H7AFFFILES/XXX/XXX.
@ASG,T AFP1.
@ED,G1 AFP1.

ADD *H7RNGDST.LABEL-RAPD/H
@ASG,T @AFP1.
@XQT *H7AFP.870M-RANGE
@ASG,T 11.
@ED @AFP1.,11.
@XQT *H7AFP.RNGCHK
@C 60
@ED @AFP1.,*H7RNGDST.RAPD-DEEP/H
@ED,G1 AFP1.

ADD *H7RNGDST.LABEL-STATIC/H
@ASG,T @AFP1.
@XQT *H7AFP.870M-RANGE
@ASG,T 11.
@ED @AFP1.,11.
@XQT *H7AFP.RNGCHK
@C 60
@ED @AFP1.,*H7RNGDST.STATIC-DEEP/H
@ED,G1 AFP1.

ADD *H7RNGDST.LABEL-RADE/H
@ASG,T @AFP1.
@XQT *H7AFP.870M-RANGE
@ASG,T 11.
@ED @AFP1.,11.
@XQT *H7AFP.RNGCHK
@C 60
@ED @AFP1.,*H7RNGDST.RADE-DEEP/H
@ED,G1 AFP1.

ADD *H7RNGDST.LABEL-BAPD/H
@ASG,T @AFP1.
@XQT *H7AFP.870M-RANGE
@ASG,T 11.
@ED @AFP1.,11.
@XQT *H7AFP.RNGCHK
@C 60
@ED @AFP1.,*H7RNGDST.BAPD-DEEP/H
@ED,G1 AFP1.

ADD H7AFFFILES.INVHME0/RAPD
@ASG,T AFP2.
@ED,G1 AFP2.

ADD *H7RNGDST.RAPD-DEEP/H
ADD *H7RNGDST.BAPD-DEEP/H
ADD *H7RNGDST.RADE-DEEP/H
ADD *H7RNGDST.STATIC-DEEP/H
@XQT *H7AFP.870RNGNF
@ED @AFP1.,H7AFFFILES.NEAR-FAR

```

Figure D-III-4. Convert Labeled Range Distribution
to Combat Module Format

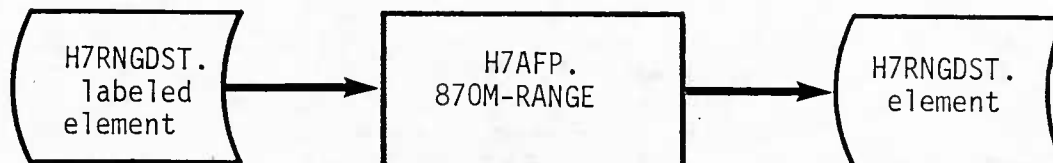


Figure D-III-5. Convert Labeled Range Distribution to Combat Module Format, I/O Flow

D-III-9. Figure D-III-6 is an example of a runstream used to convert a range distribution file from Combat Module format to a labeled format. This runstream need not be used if the labeled versions of the file are maintained. Figure D-III-7 illustrates the runstream process.

```

EQUAL UNCLASSIFIED
&ASG,A H7AFPFILES/XXX/XXX.
&ASG,T AFP1.
&ED,QI AFP1.

ADD H7AFPFILES.INVHMEQ/RAPD
&ASG,T AFP2.
&ED,QI AFP2.

ADD *H7RNGDST.RAPD-DEEP/H
&ASG,T OAFP1.
&XQT *H7AFP.870H-RANGE
&ED OAFP1.,*H7RNGDST.LABELED-RAPD/H
  
```

Figure D-III-6. Convert Combat Module Range Distribution to Labeled Format

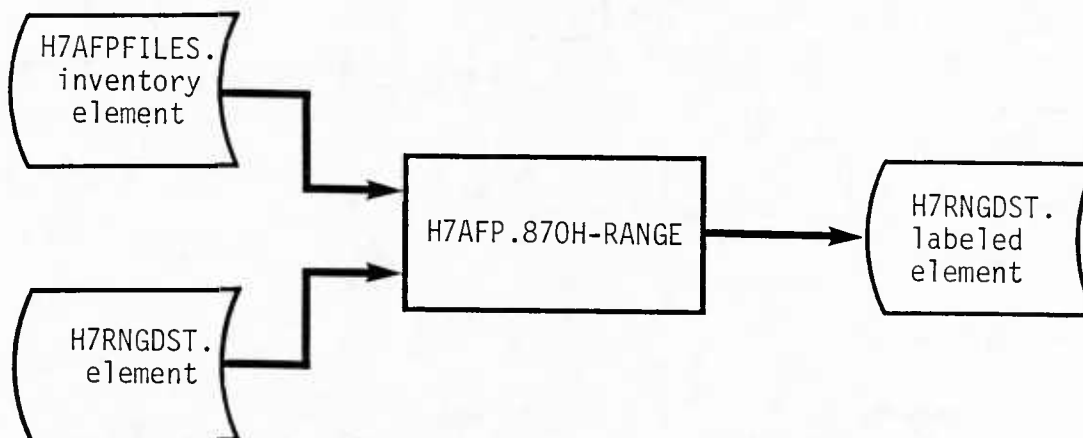
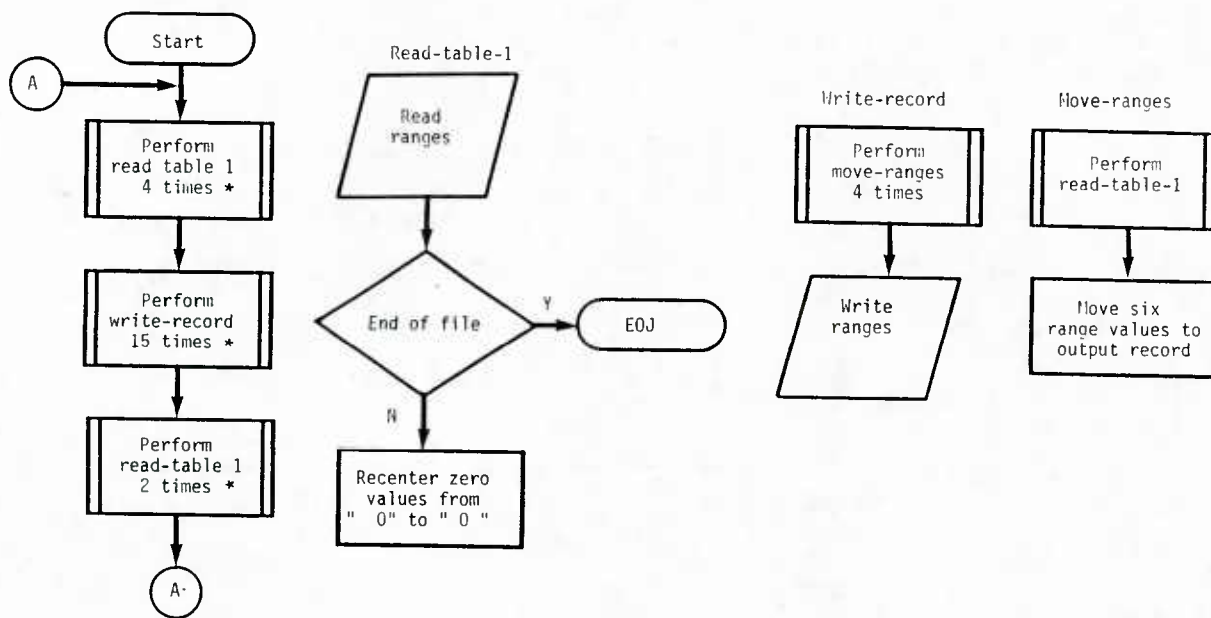


Figure D-III-7. Convert Combat Module Range Distribution to Labeled Format, I/O Flow

Section V. PROGRAM

D-III-10. The source program used to convert from labeled format to Combat Module format is H7AFP.M-RANGE-DIST, and the absolute program is H7AFP.870M-RANGE. This program reads the labeled range distribution file, strips the labels, reformats the ranges to four groups per line, and writes a file which can be used for the H7AFP.RNGDSTGEN preprocessor program. If a range distribution is zero (0), the character "0" is placed in what would normally be the 10s position. This is because only three positions are allowed per range value. If the value is "100," and if the preceding "0" was right-justified, the result would look like one value 0100. With a shifted zero, the result looks like "0 100." Figure D-III-8 contains a flow diagram of the basic logic for H7AFP.M-RANGE-DIST. Tables D-III-3 and D-III-4 show the file layouts labeled and Combat Module formats.



*These numbers are hardwired

Figure D-III-8. Flow Diagram for the Program to Convert Labeled RANGE Distribution File to Combat Module Format

Table D-III-3. Labeled Range Distribution Format

Columns	Variable	Data description	Format
1-3	WS-SIDE1-NUM	AFP number of Side 1 type	3X
5-16	WS-SIDE1-NAME	Name of Side 1 type	12X
18-20	WS-SIDE2-NUM	AFP number of Side 2 type	3X
22-24	WS-SIDE2-NAME	Name of Side 2 type	12X
26-28	WS-RANGE1	Percent conflicts at 250 m	3X
33-35	WS-RANGE2	Percent conflicts at 500 m	3X
40-42	WS-RANGE3	Percent conflicts at 1,000 m	3X
47-49	WS-RANGE4	Percent conflicts at 1,500 m	3X
54-56	WS-RANGE5	Percent conflicts at 2,500 m	3X
61-63	WS-RANGE6	Percent conflicts deep range	3X

Table D-III-4. Combat Module Format Range Distribution

Column	Variable	Data description	Format
1-3	RANGE1 (1)	Percent conflicts at 250 m	3X
4-6	RANGE2 (1)	Percent conflicts at 500 m	3X
7-9	RANGE3 (1)	Percent conflicts at 1,000 m	3X
10-12	RANGE4 (1)	Percent conflicts at 1,500 m	3X
13-15	RANGE5 (1)	Percent conflicts at 2,500 m	3X
16-18	RANGE6 (1)	Percent conflicts at deep range	3X
19-21	RANGE1 (2)	Percent conflicts at 250m	3X
22-24	RANGE2 (2)	Percent conflicts at 500 m	3X
25-27	RANGE3 (2)	Percent conflicts at 1,000 m	3X
28-30	RANGE4 (2)	Percent conflicts at 1,500 m	3X
31-33	RANGE5 (2)	Percent conflicts at 2,500 m	3X
34-36	RANGE6 (2)	Percent conflicts at deep range	3X
37-39	RANGE1 (3)	Percent conflicts at 250m	3X
40-42	RANGE2 (3)	Percent conflicts at 500 m	3X
43-45	RANGE3 (3)	Percent conflicts at 1,000 m	3X
46-48	RANGE4 (3)	Percent conflicts at 1,500 m	3X
49-51	RANGE5 (3)	Percent conflicts at 2,500 m	3X
52-54	RANGE6 (3)	Percent conflicts at deep range	3X
55-57	RANGE1 (4)	Percent conflicts at 250m	3X
58-60	RANGE2 (4)	Percent conflicts at 500 m	3X
61-63	RANGE3 (4)	Percent conflicts at 1,000 m	3X
64-67	RANGE4 (4)	Percent conflicts at 1,500 m	3X
68-70	RANGE5 (4)	Percent conflicts at 2,500 m	3X
71-73	RANGE6 (4)	Percent conflicts at deep range	3X

D-III-11. The source program to convert from Combat Module format to labeled is H7AFP.H-RNAGE-DIST, and the absolute program is H7AFP.870-H-RANGE. This program reads the inventory element in H7AFPPFILES to get the Side 1 and Side 2 weapon system names. The ranges are regrouped into 60 duels (Side 1 type 1 versus Side 2 types 1-60) for each of the Side 1 types. Figure D-III-9 shows the flow diagram for H7AFP.H-RANGE-DIST.

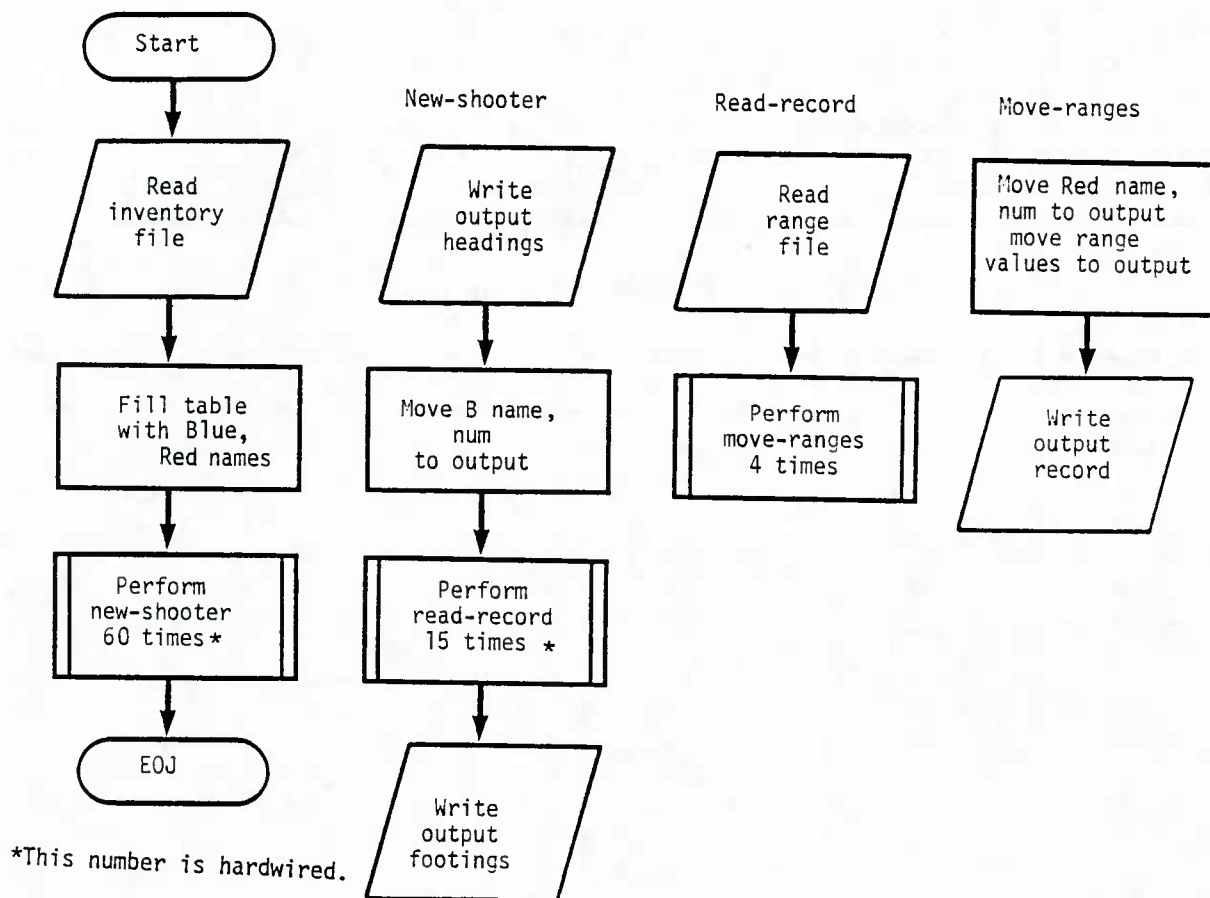


Figure D-III-9. Flow Diagram for the Program to Convert Combat Module Format Range Distribution to Labeled Format

ANNEX IV TO APPENDIX D

AFP TARGET CASUALTY AND CATEGORY FILE

Section I. OVERVIEW

D-IV-1. This annex describes the personnel casualty file (PCAS) which is used to compute the personnel losses incurred when a weapon type is killed. The data is in two sections. The first section lists the categories to which each Side 1 and Side 2 type belong. The second section lists the number of personnel credited as killed, per shooter target combination. Note that for super troop items these values have been multiplied by the super troop factor.

Section II. INPUT

D-IV-2. The labeled PCAS file first displays the total number of target types and the total number of shooter types for Side 1 and Side 2.

SIDE 1 TARGET CATEGORIES 4 SHOOTER CATEGORIES 13	SIDE 2 TARGET CATEGORIES 4 SHOOTER CATEGORIES 13
---	---

Figure D-IV-1. Labeled PCAS, Target, and Shooter Types

- a. The 60 Side 1 types are shown next with their corresponding AFP number, name, target type, and shooter type (Figure D-IV-2).
- b. The 60 Side 2 types follow, with their AFP number, names, target types, and shooter types (Figure D-IV-3).
- c. The rest of the file has the crew losses attributable to mobility/-firepower kills for every shooter-target combination. The first Side 1 type as a shooter versus each of the 60 Side 2 types as a target, with the resultant casualties, is shown in Figure D-IV-4.
- d. Side 1, type 2 versus Side 2, types 1 through 60 casualties are next, through Side 1, type 60. Side 2 as a shooter follows.

SIDE 1 AFD #	SYSTEM	TARGET CATEGORY	SHOOTER CATEGORY
B01	BTRP DEEP	1	13
B02	M-16	1	1
B03	7.62GM	1	1
B04	M650GM	1	1
B05	M203	1	1
B06	SA*	1	1
B07	M113	2	2
B08	90MMRR	1	3
B09	106MMR	2	3
B10	DUMMY	2	3
B11	DRAGON	1	3
B12	ITV-2	2	3
B13	VIPER	1	3
B14	LAW	1	3
B15	ITV-1	2	3
B16	IFV	2	4
B17	CFV	2	4
B18	1/4T TOW I	2	4
B19	M48A5	2	5
B20	M1E1	2	5
B21	M551	2	5
B22	M60A3	2	5
B23	M1	2	5
B24	M60A1	2	5
B25	M60A2	2	5
B26	DIVAD	2	6
B27	VULC1	2	6
B28	1/4T TOW II	2	7
B29	HMV W TOW I	2	7
B30	FAV TOW I	2	7
B31	STINGER	1	7
B32	CHAP1	2	7
B33	REDEYE	1	7
B34	FAV TOW II	2	7
B35	LAV25 TOW I	2	4
B36	AH-1S	4	8
B37	AH-64	4	8
B38	AH-1G	4	8
B39	M113 W M19	4	2
B40	HMV * M19	4	2
B41	A10	4	9
B42	LT VEH D	2	13
B43	HVY ARM D	2	13
B44	LT ARM D	2	13
B45	UH-60A	4	12
B46	CEV	3	12
B47	UH-1H	4	12
B48	OH-58	4	12
B49	UC3V	2	13
B50	M081M	2	10
B51	M081S	2	10
B52	M4.2M	2	10
B53	M4.2M	2	10
B54	M060C	2	10
B55	H-155T	2	11
B56	H155S	2	11
B57	H203S	2	11
B58	MLRS	2	11
B59	H-105T	2	11
B60	H-203T	2	11

Figure D-IV-2. Labeled PCAS, Side 1 Categories

SIDE AFP #	SYSTEM	TARGET CATEGORY	SHOOTER CATEGORY
R01	RTRP DEEP	1	13
R02	AKS-74	1	1
R03	7.60GM	1	1
R04	RSNIPER	1	1
R05	GREEN30	1	1
R06	BROM-2	2	2
R07	BTR-60	2	2
R08	BMP-R	2	2
R09	DUMMY	2	0
R10	DUMMY	2	0
R11	SPG-9	1	3
R12	RPG-16	1	3
R13	AT-5	2	4
R14	AT-7	1	4
R15	RPG 7	1	4
R16	BMP2M	2	4
R17	DUMMY	2	0
R18	DUMMY	2	0
R19	DUMMY	2	0
R20	DUMMY	2	0
R21	T55	3	5
R22	T62	3	5
R23	T64	3	5
R24	T72	3	5
R25	T80	3	5
R26	ZSU-23	2	6
R27	DUMMY	2	0
R28	DUMMY	2	0
R29	DUMMY	2	0
R30	SA-14	1	7
R31	SA-6	2	7
R32	SA-7	1	7
R33	SA-8	2	7
R34	SA-9	2	7
R35	SA-11	2	7
R36	HOPLITE	4	8
R37	HIP-E	4	8
R38	HIND-0	4	8
R39	DUMMY	4	0
R40	DUMMY	4	0
R41	MIG-21	4	0
R42	LT VEH D	2	1
R43	HVY ARM D	2	1
R44	LT ARM D	2	1
R45	DUMMY	4	0
R46	ACRV-2 C&C	2	2
R47	DUMMY	2	0
R48	DUMMY	2	0
R49	DUMMY	2	0
R50	DUMMY	2	0
R51	MO82M	2	10
R52	M120T	2	10
R53	DUMMY	2	0
R54	DUMMY	2	0
R55	DUMMY	2	0
R56	H122T/S	2	11
R57	H152T/S	2	11
R58	L122T+	2	11
R59	DUMMY	2	0
R60	DUMMY	2	0

Figure D-IV-3. Labeled PCAS, Side 2 Categories

SIDE 1 (SHOOTER) BTRP DEEP AFP # 801

SIDE 2 (TARGET)	AFP #	CREW LOSSES ATTRIBUTABLE TO MOBILITY/FIREPOWER KILLS
SYSTEM	R01	10.00
RTRP DEEP	R02	10.00
AKS-74	R03	10.00
7.62GM	R04	1.00
RSNIPE	R05	1.00
GREEN 30	R06	1.00
BRDM-2	R07	4.00
BTR-60	R08	3.00
BMP-R	R09	0.00
DUMMY	R10	0.00
DUMMY	R11	1.00
SPG-9	R12	1.00
RPG-16	R13	1.00
AT-5	R14	2.00
AT-7	R15	1.00
RPG 7	R16	1.00
BMP2M	R17	2.00
DUMMY	R18	1.00
DUMMY	R19	1.00
DUMMY	R20	1.00
DUMMY	R21	1.00
T55	R22	2.00
T62	R23	2.00
T64	R24	2.00
T72	R25	2.00
T80	R26	2.00
ZSU-23	R27	2.00
DUMMY	R28	1.00
DUMMY	R29	1.00
DUMMY	R30	1.00
SA-14	R31	1.00
SA-6	R32	2.00
SA-7	R33	1.00
SA-8	R34	2.00
SA-9	R35	2.00
SA-11	R36	2.00
HOPLITE	R37	2.00
HIP-E	R38	2.00
HIND-D	R39	2.00
DUMMY	R40	1.00
DUMMY	R41	1.00
MIG-21	R42	1.00
LT VEH D	R43	20.00
HVY ARM D	R44	2.00
LT ARM D	R45	30.00
DUMMY	R46	1.00
ACRV-2 C&C	R47	1.00
DUMMY	R48	1.00
DUMMY	R49	1.00
DUMMY	R50	1.00
MO 92M	R51	2.00
M120T	R52	2.00
DUMMY	R53	4.00
DUMMY	R54	1.00
DUMMY	R55	1.00
H122T/S	R56	1.00
H152T/S	R57	2.00
L152T+	R58	2.00
DUMMY	R59	1.00
DUMMY	R60	1.00

Figure D-IV-4. Labeled PCAS, Side 1, Type 1 Versus Side 2, Types 1-60

Section III. OUTPUT

D-IV-3. Figure D-IV-5 illustrates the first 72 lines of a Combat Module format PCAS element.

a. Lines 1 through 11 are related to category types of the 60 Side 1 and 60 Side 2 weapon types. Data on line 1 is not used: However, because this file is read with an unformatted read, there must be 5 digits on line 1. The second digit is the number of Side 1 target types. The third digit is the number of Side 2 target types. The fourth digit is the number of Side 1 shooter types. The fifth digit is the number of Side 2 shooter types.

b. Lines 2 and 3 have 60 numbers which are the target types of the 60 Side 1 items.

c. Lines 4 through 6 are the 60 shooter types of the Side 1 items.

d. Lines 7 and 8 are the 60 target types of the Side 2 items.

e. Lines 9 through 11 are the 60 shooter types of the Side 2 items.

f. Lines 12 through the end of the file have three columns of numbers, but only the last column is used. That column is the number of personnel credited as killed to two decimal places. Therefore, the 1000 in the third column on line 12 means when B01 kills one R01, 10.00 people are killed. The following 59 lines show B01 versus R02 through R60. Starting with line 72, B02 versus R01 through R60 personnel casualties are listed, then the rest of the Side 1 types through B60. Side 2 as a shooter follows: R01 killing B01 through B60 until the last line which is R60 killing B60.

[illegible]

Figure D-IV-5. Combat Module Format PCAS

Section IV. RUNSTREAM

D-IV-4. There is a program to convert labeled PCAS data to Combat Module format, and another program to convert Combat Module format to labeled PCAS format. Because of the repetitive structure, it is generally easier to change the personnel losses in the Combat Module format using the system EDITOR. Unique type-on-type losses which involve only one or a few engagements may be easier to change in the labeled format.

a. The runstream to convert labeled to Combat Module format is in Figure D-IV-6.

```

&ASG,T AFP1.
&ASG,T OAFP1.
&ED,IQ AFP1.

ADD *H7PCAS.LABELED/H
EXI
&XQT *H7AFP.870M-PCAS
&ED OAFP1.,*H7PCAS.H

```

Figure D-IV-6. PCAS Runstream to Convert Labeled to Combat Module Format

b. The runstream to convert Combat Module format to labeled is in Figure D-IV-7.

```

&ASG,A H7AFPPFILES/XXX/XXX.
&ASG,T AFP1.
&ASG,T AFP2.
&ASG,T OAFP1.
&ED,IQ AFP1.

ADD H7AFPPFILES.INVHM&C/PAP&
EXI
&ED,IQ AFP2.

ADD *H7PCAS.H
EXI
&XQT *H7AFP.870H-PCAS
&ED OAFP1.,*H7PCAS.LABELED/H

```

Figure D-IV-7. PCAS Runstream to Convert Combat Module Format to Labeled

Section V. PROGRAMS

D-IV-5. The program to convert labeled PCAS data to Combat Module format is H7AFP.M-PCAS. The absolute program is H7AFP.870M-PCAS. Although the labeled format has only the mobility firepower kills, the Combat Module format must have mobility kills and firepower kills as well as mobility/-firepower kills. The program which processes the PCAS data does not use the mobility or firepower information; however, because of the unformatted read in the program, there must be two data items before the mobility/firepower kill is read. Therefore, the mobility/firepower kill is moved three times to the Combat Module format, giving mobility, firepower, and mobility/firepower the same value. The I/O flow for H7AFP.M-PCAS and its flowchart are in Figures D-IV-8 and D-IV-9.

D-IV-6. The program to convert Combat Module format PCAS to labeled format is H7AFP.M-PCAS. The absolute program is H7AFP.870M-PCAS. The mobility kills and the firepower kills (the first and second column starting on line 12) are dropped because that information is not used. The labeled format shows only mobility/firepower kills. The I/O flow for H7AFP.H-PCAS and its flowchart are Figures D-IV-10 and D-IV-11.

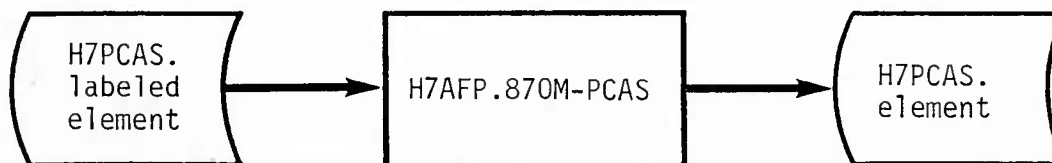


Figure D-IV-8. H7AFP.M-PCAS I/O Flow

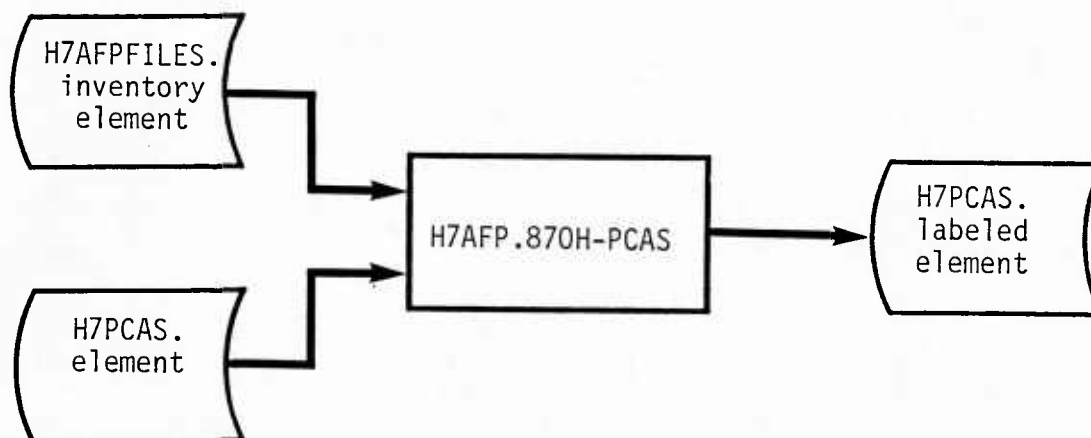
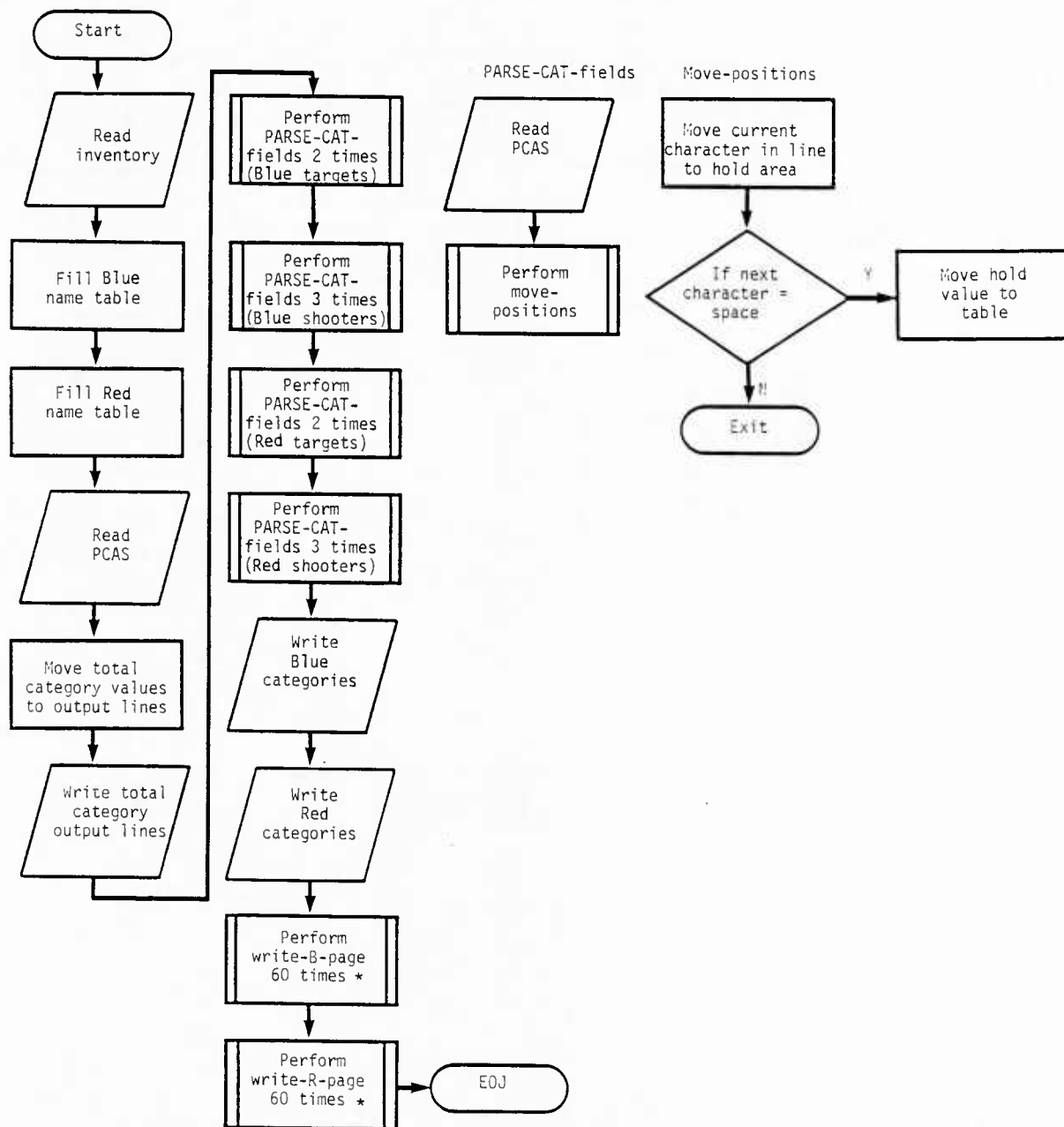
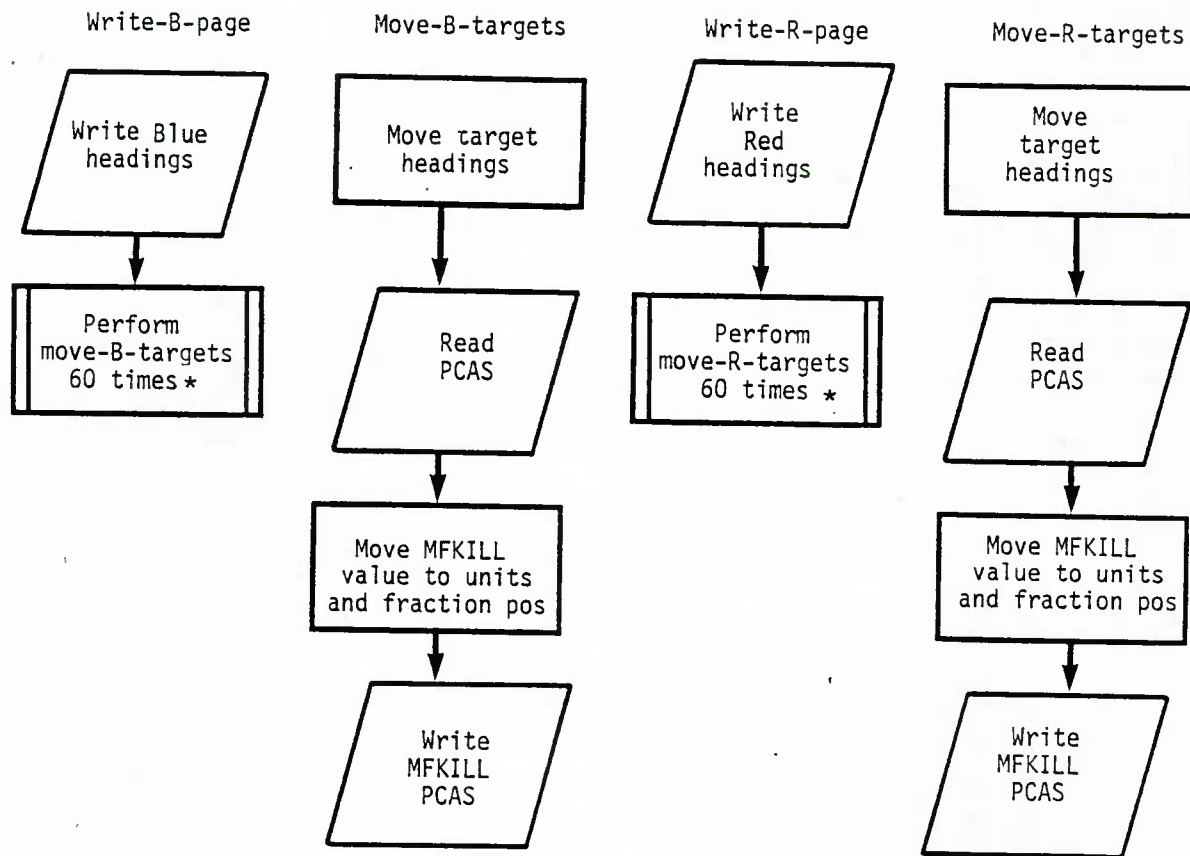


Figure D-IV-10. H7AFP.H-PCAS I/O Flow



*These numbers are hardwired

Figure D-IV-11. H7AFP.H-PCAS Flowchart
(page 1 of 2 pages)



*These numbers are hardwired

Figure D-IV-11. H7AFP.H-PCAS Flowchart
(page 2 of 2 pages)

ANNEX V TO APPENDIX D

AFP ENGAGEMENT CHARACTERISTICS FILE

Section I. OVERVIEW

D-V-1. This annex describes the engagement input to the Combat Module. The engagement file contains the participation, duration of engagement, number of sites (default value of 1.00, same as ADDITIONALS), and maximum number of conflicts for each of the 60 Side 1 versus 60 Side 2 conflicts. There is a program to convert a labeled version of the engagement data to Combat Module format and a program to convert the module format to labeled. Because of the repetitive nature of the file, changes can easily be made to the Combat Module format using the system EDITOR. For specific type on type changes, it may be clearer to change the labeled version. The option of converting from one format to the other is available to be used as required. Generally, only one element in the engagement file is needed for an AFP run, i.e., no changes by posture or environment.

Section II. INPUT

D-V-2. The engagement file consists of five columns of numbers:

Column 1 - fraction of Side 1 in each engagement.

Column 2 - fraction of Side 2 in each engagement.

Column 3 - duration of engagement in minutes.

Column 4 - number of sites.

Column 5 - maximum number of conflicts.

Table D-V-1 depicts the organization of the file. Figure D-V-1 shows sample lines of a labeled engagement file. Figure D-V-2 shows sample lines of a Combat Module engagement file.

Table D-V-1. Engagement File Organization

Side 1	Type 1	vs	Side 2	Type 1
		vs	Side 2	Type 2
		:		
		:		
Side 1	Type 2	vs	Side 2	Type 60
		vs	Side 2	Type 1
		vs	Side 2	Type 2
		:		
Side 1	Type 60	:		
		:		
		vs	Side 2	Type 60
		vs	Side 2	Type 1
Side 1	Type 60	vs	Side 2	Type 2
		vs	Side 2	
		:		
		:		
Side 1	Type 60	vs	Side 2	Type 60
		vs	Side 2	
		:		
		:		

SIDE 1 SYSTEM:		BTRP DEEP	AFP #	B01			
SIDE2 SYSTEM	AFP #	SIDE1 % PARTICIPATION	SIDE2 % PARTICIPATION	DURATION (IN MIN)	# OF SITES	MAX # CONFLICT	
RTRP DEEP	R01	100	100	2.01	1.00	4.00	
AKS-74	R02	100	100	2.01	1.00	4.00	
7.60GM	R03	100	100	2.01	1.00	4.00	
RSN1PE	R04	100	100	2.01	1.00	4.00	
GREN30	R05	100	100	2.01	1.00	4.00	
BRDM-2	R06	100	100	2.01	1.00	4.00	
BTR-60	R07	100	100	2.01	1.00	4.00	
BMP-R	R08	100	100	2.01	1.00	4.00	
DUMMY	R09	100	100	2.01	1.00	4.00	
DUMMY	R10	100	100	2.01	1.00	4.00	
SPG-9	R11	100	100	2.01	1.00	4.00	
RPG-16	R12	100	100	2.01	1.00	4.00	
AT-5	R13	100	100	2.01	1.00	4.00	
AT-7	R14	100	100	2.01	1.00	4.00	
RPG 7	R15	100	100	2.01	1.00	4.00	
BMP2M	R16	100	100	2.01	1.00	4.00	
DUMMY	R17	100	100	2.01	1.00	4.00	
DUMMY	R18	100	100	2.01	1.00	4.00	
DUMMY	R19	100	100	2.01	1.00	4.00	
DUMMY	R20	100	100	2.01	1.00	4.00	
T55	R21	100	100	2.01	1.00	4.00	
T62	R22	100	100	2.01	1.00	4.00	
T64	R23	100	100	2.01	1.00	4.00	
T72	R24	100	100	2.01	1.00	4.00	
T80	R25	100	100	2.01	1.00	4.00	
ZSU-23	R26	100	100	2.01	1.00	4.00	
DUMMY	R27	100	100	2.01	1.00	4.00	
DUMMY	R28	100	100	2.01	1.00	4.00	
DUMMY	R29	100	100	2.01	1.00	4.00	
SA-14	R30	100	100	2.01	1.00	4.00	
SA-6	R31	100	100	2.01	1.00	4.00	
SA-7	R32	100	100	2.01	1.00	4.00	
SA-8	R33	100	100	2.01	1.00	4.00	
SA-9	R34	100	100	2.01	1.00	4.00	
SA-11	R35	100	100	2.01	1.00	4.00	
HOPLITE	R36	100	100	2.01	1.00	4.00	
HIP-E	R37	100	100	2.01	1.00	4.00	
HIND-D	R38	100	100	2.01	1.00	4.00	
DUMMY	R39	100	100	2.01	1.00	4.00	
DUMMY	R40	100	100	2.01	1.00	4.00	
MIG-21	R41	100	100	2.01	1.00	4.00	
LT VEH D	R42	100	100	2.01	1.00	4.00	
HVY ARM D	R43	100	100	2.01	1.00	4.00	
LT ARM D	R44	100	100	2.01	1.00	4.00	
DUMMY	R45	100	100	2.01	1.00	4.00	
ACRV-2 C&C	R46	100	100	2.01	1.00	4.00	
DUMMY	R47	100	100	2.01	1.00	4.00	
DUMMY	R48	100	100	2.01	1.00	4.00	
DUMMY	R49	100	100	2.01	1.00	4.00	
DUMMY	R50	100	100	2.01	1.00	4.00	
MOB2M	R51	100	100	2.01	1.00	4.00	
*120T	R52	100	100	2.01	1.00	4.00	
DUMMY	R53	100	100	2.01	1.00	4.00	
DUMMY	R54	100	100	2.01	1.00	4.00	
DUMMY	R55	100	100	2.01	1.00	4.00	
H122T/S	R56	100	100	2.01	1.00	4.00	
H152T/S	R57	100	100	2.01	1.00	4.00	
L122T+	R58	100	100	2.01	1.00	4.00	
DUMMY	R59	100	100	2.01	1.00	4.00	
DUMMY	R60	100	100	2.01	1.00	4.00	

Figure D-V-1. Labeled Engagement File

[illegible]

Figure D-V-2. Combat Module Format Engagement File

Section III. OUTPUT

D-V-3. Both the labeled and the Combat Module formats were described in Section II.

Section IV. RUNSTREAMS

D-V-4. The I/O flow of the process to convert labeled to Combat Module format is shown in Figure D-V-3. The runstream is shown in Figure D-V-4.

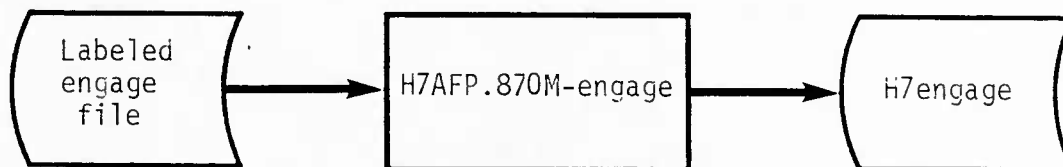


Figure D-V-3. Labeled to Combat Module Format I/O Flow

```

BASG,T AFP1.
BASG,T OAFP1.
RED,IQ AFP1.

ADD *H7ENGAGE.LABELED/H
EXI
GXQT *H7AFP.870M-ENGAGE
RED OAFP1.,*H7ENGAGE.H
  
```

Figure D-V-4. Labeled to Combat Module Format Runstream

D-V-5. The I/O flow of the process to convert module format to labeled is shown in Figure D-V-5. Weapon system names from the H7AFPPFILES.INVENTORY element are used to label the H7ENGAGE element. The runstream is shown in Figure D-V-6.

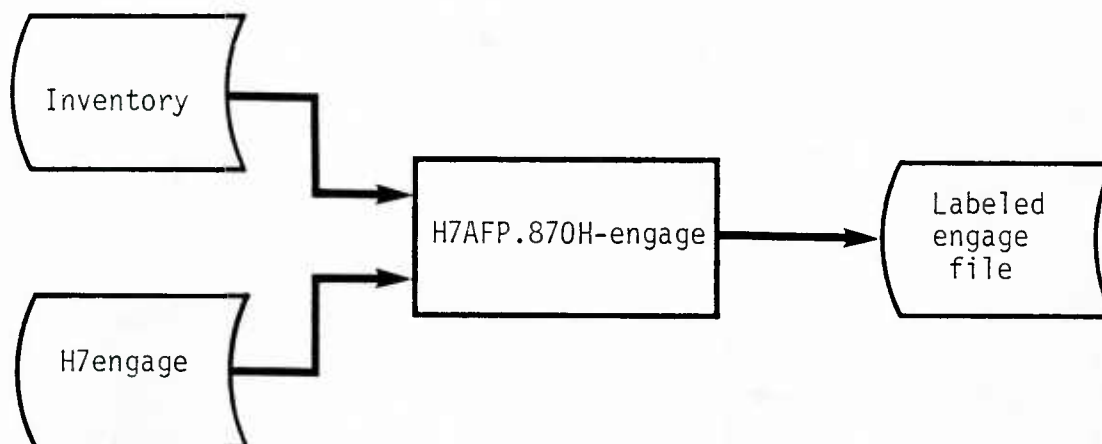


Figure D-V-5. Combat Module Format To Labeled I/O Flow

```

ASG,A H7AFPPFILES/XXX/XXX.
ASG,T AFP1.
ASG,T AFP2.
ED,GI AFP1.

ADD H7AFPPFILES.INVHMSD/RAPD
ED,GI AFP2.

ADD *H7ENGAGE.H
ASG,T OAFP1.
XQT *H7AFP.870H-ENGAGE
ED OAFP1.,*H7ENGAGE.LABELED/H
  
```

Figure D-V-6. Combat Module Format to Labeled Runstream

Section V. PROGRAMS

D-V-6. The program which converts the labeled format to Combat Module format is H7AFP.M-ENGAGE. The absolute program is H7AFP.870M-ENGAGE. The program I/O flow is the same as Figure D-V-3. The program flowchart is in Figure D-V-7.

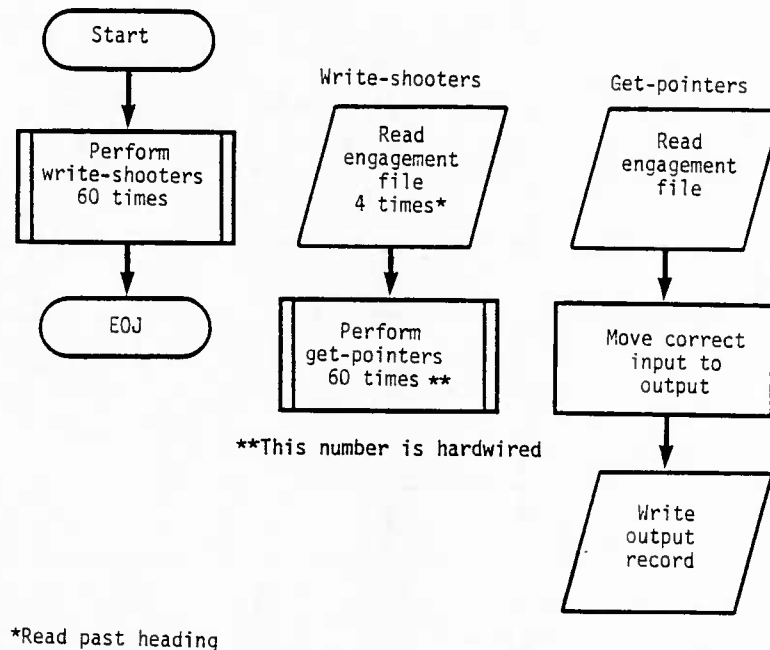


Figure D-V-7. H7AFP.M-ENGAGE Flow Chart

D-V-7. The program which converts the Combat Module format to labeled format is H7AFP.H-ENGAGE. The absolute program is H7AFP.870H-ENGAGE. The program reads weapon system names from the inventory file and labels the engagement data. The program I/O flow is the same as Figure D-V-5. The program flowchart is in Figure D-V-8.

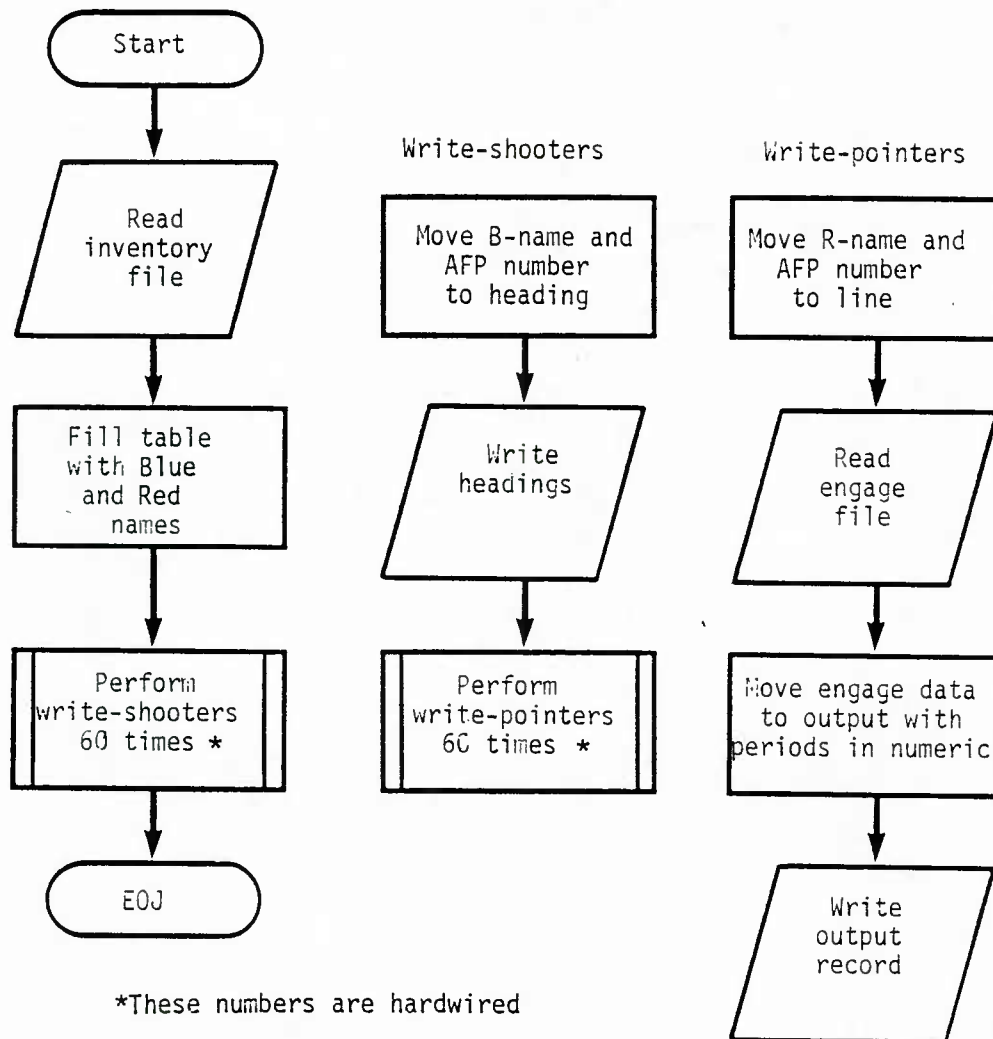


Figure D-V-8. H7AFP.H-ENGAGE Flow Chart

ANNEX VI TO APPENDIX D**AFP SSPK FILE****Section I. OVERVIEW**

D-VI-1. This annex describes the process by which the SSPK values from AMMSA/BRL are modified for the AFP Combat Module. There are two pointer files, one for Side 1 (Blue) weapon types and one for Side 2 (Red) weapon types. These pointer files have shooter/target matrices which, for every shooter/target combination have: a pointer to the open SSPK value, a pointer to the defilade SSPK value, a moving target degradation pointer, a moving firer degradation pointer, and a night degradation factor. The pointers "point" to lines in other files which contain the actual values to be used. Lines in H7AFPPK contain the SSPK values for stationary firers and stationary targets in the open and in defilade. H7MOVEGTGT has degradation factors which are multiplied against the SSPK values if the environmental conditions call for a moving target. H7MOVEFIRER has degradation factors which are multiplied against the SSPK values if environmental conditions call for a moving firer. After all degradation factors have been taken into account, a modified SSPK for each shooter/target combination is generated. Figure D-VI-1 illustrates the I/O flow of the SSPK generation process. The program H7AFP.M-SSPK reads the above mentioned files and generates a Combat Module format modified SSPK file and a labeled format file.

Section II. INPUT

D-VI-2. There are two labeled SSPK pointer elements, H7AFPPFILES.BPOINT and H7AFPPFILES.RPOINT. The BPOINT element shows Blue weapon types as shooters versus the Red weapon type targets. RPOINT shows Red as the shooters. The logical organization (Table D-VI-1) is the same for both BPOINT and RPOINT. An example page from BPOINT is in Figure D-VI-2. The following information is in the pointer elements:

- a. The shooter name and AFP number.
- b. The weapon used by that shooter against each target.
- c. The ammunition used by the weapon.
- d. The target name and AFP number.
- e. Pointer to the SSPK for conflicts in the open.
- f. Pointer to the moving target degradation factor.
- g. Pointer to the SSPK for conflicts with the target in defilade.

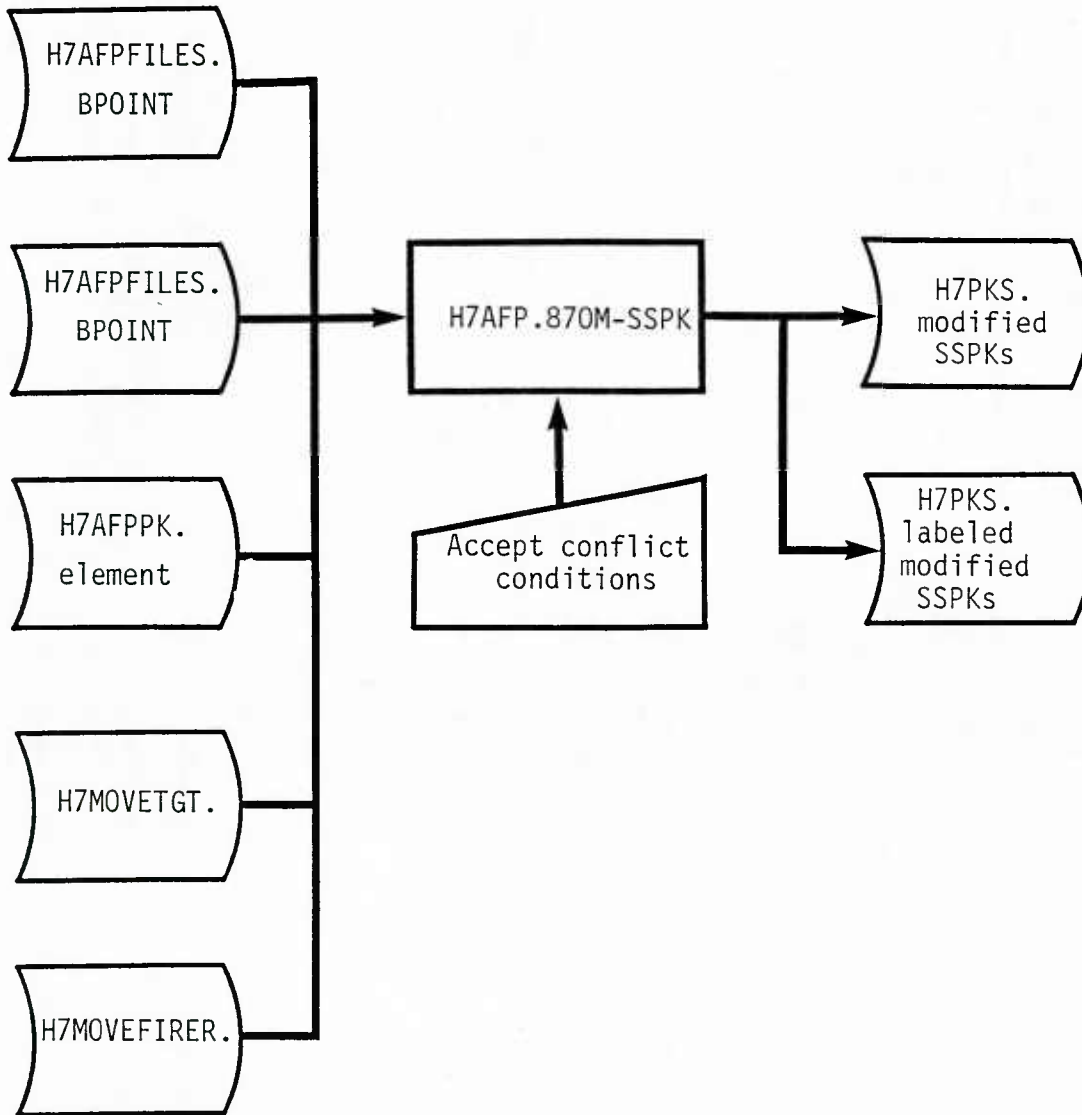


Figure D-VI-1. SSPK I/O Flow

Table D-VI-1. Logical Organization of SSPK Pointer Elements

B01 vs	R01
	R02
	:
	:
	:
	R60
B02 vs	R01
	R02
	:
	:
	:
	R60
	:
	:
	:
B60 vs	R60

SHOOTER SYSTEM: DRAGON		SHOOTER #B11						
SHOOTER WEAPON	TYPE AMMO	TARGET	TGT #	OPEN TGT	MOVING TGT	DEF TGT	MOVING FIRER	NIGHT DEGRAD
		RTRP	R01	627	060	627	060	.67
		AKS-74	R02	627	060	627	060	.67
		7.60GM	R03	627	060	627	060	.67
		RSNIPER	R04	627	060	627	060	.67
		GREN30	R05	627	060	627	060	.67
DRAGON	HEAT	BRDM-2	R06	151	016	152	016	.80
DRAGON	HEAT	BTR-60	R07	151	016	152	016	.80
DRAGON	HEAT	BMP-R	R08	153	016	154	016	.80
		DUMMY	R09	627	060	627	060	.67
		DUMMY	R10	627	060	627	060	.67
		SPG-9	R11	627	060	627	060	.67
		RPG-16	R12	627	060	627	060	.67
DRAGON	HEAT	AT-5	R13	163	016	164	016	.80
DRAGON	HEAT	AT-7	R14	627	060	627	060	.67
		RPG 7	R15	627	060	627	060	.67
DRAGON	HEAT	BMP2M	R16	153	016	154	016	.80
		DUMMY	R17	627	060	627	060	.67
		DUMMY	R18	627	060	627	060	.67
		DUMMY	R19	627	060	627	060	.67
		DUMMY	R20	627	060	627	060	.67
DRAGON	HEAT	T55	R21	155	016	156	016	.80
DRAGON	HEAT	T62	R22	155	016	156	016	.80
DRAGON	HEAT	T64	R23	157	016	158	016	.80
DRAGON	HEAT	T72	R24	159	016	160	016	.80
DRAGON	HEAT	T80	R25	161	016	162	016	.80
DRAGON	HEAT	ZSU-23	R26	165	016	166	016	.80
		DUMMY	R27	627	060	627	060	.67
		DUMMY	R28	627	060	627	060	.67
		DUMMY	R29	627	060	627	060	.67
		SA-14	R30	627	060	627	060	.67
		SA-6	R31	627	060	627	060	.67
		SA-7	R32	627	060	627	060	.67
		SA-8	R33	627	060	627	060	.67
		SA-9	R34	627	060	627	060	.67
		SA-11	R35	627	060	627	060	.67
		HOPLITE	R36	627	060	627	060	.67
		HIP-E	R37	627	060	627	060	.67
		HIND-D	R38	627	060	627	060	.67
		DUMMY	R39	627	060	627	060	.67
		DUMMY	R40	627	060	627	060	.67
		MIG-21	R41	627	060	627	060	.67
		DUMMY	R42	627	060	627	060	.67
		DUMMY	R43	627	060	627	060	.67
		DUMMY	R44	627	060	627	060	.67
		DUMMY	R45	627	060	627	060	.67
DRAGON	HEAT	ACRV-2 C&C	R46	151	016	152	016	.80
		DUMMY	R47	627	060	627	060	.67
		DUMMY	R48	627	060	627	060	.67
		DUMMY	R49	627	060	627	060	.67
		DUMMY	R50	627	060	627	060	.67
		M082M	R51	627	060	627	060	.67
		M120T	R52	627	060	627	060	.67
		DUMMY	R53	627	060	627	060	.67
		DUMMY	R54	627	060	627	060	.67
		DUMMY	R55	627	060	627	060	.67
		H122T/S	R56	627	060	627	060	.67
		H152T/S	R57	627	060	627	060	.67
		L122T+	R58	627	060	627	060	.67
		DUMMY	R59	627	060	627	060	.67
		DUMMY	R60	627	060	627	060	.67

Figure D-VI-2. H7AFPPFILE.BPOINT Example Page

h. Pointer to the moving shooter degradation factor.

i. Night degradation factor.

D-VI-3. The actual SSPK values are in SECRET*H7AFPPK. There are no labels in the file, only six columns of numbers:

column - SSPK at 250 m
 column - SSPK at 500 m
 column - SSPK at 1,000 m
 column - SSPK at 1,500 m
 column - SSPK at 2,500 m
 column - SSPK at greater than 2,500 m

Each line in the file is "pointed to" by the pointers in BPOINT and RPOINT. For example, the value 627 in the Open Tgt column of BPOINT means that the six numbers on line 627 of H7AFPPK are the SSPK values for that Blue and Red conflict combination in the open. A value of 096 in the Def Tgt column means line 96 has the SSPK values for that Blue and Red conflict combination with the target in defilade. There is no sequential order to this file. New SSPK values are added to the end of the file as they are needed. However, because of the pointer structure, values are not moved within, deleted from, or added to the middle of the file. The file may grow as large as 2,000 lines. At that point, M7AFP.M-SSPK, the program which reads H7AFPPK must be changed because it only allows for a 2,000 line maximum in its array. Figure D-VI-3 is an example of what H7AFPPK might look like. Because the file is SECRET, the values shown in Figure D-VI-3 have been adjusted and are not true SSPKs.

.000	.001	.000	.000	.000	.000
.004	.002	.000	.000	.000	.000
.000	.001	.000	.000	.000	.000
.400	.18	.000	.000	.000	.000
.300	.14	.000	.000	.000	.000
.200	.09	.000	.000	.000	.000
.100	.07	.000	.000	.000	.000
.000	.05	.000	.000	.000	.000
.000	.00	.000	.000	.000	.000
.600	.62	.000	.000	.000	.000
.600	.67	.000	.000	.000	.000
.600	.85	.000	.000	.000	.000
.400	.47	.000	.000	.000	.000
.000	.91	.000	.000	.000	.000
.000	.38	.000	.000	.000	.000
.000	.93	.000	.000	.000	.000
.600	.61	.000	.000	.000	.000
.600	.65	.000	.000	.000	.000
.600	.81	.000	.000	.000	.000
.600	.65	.000	.000	.000	.000
.000	.90	.000	.000	.000	.000
.600	.88	.000	.000	.000	.000
.600	.86	.000	.000	.000	.000
.900	.91	.000	.000	.000	.000
.000	.06	.000	.000	.000	.000

Figure D-VI-3. H7AFPPK Example

D-VI-4. Moving target degradation factors are in H7MOVETGT. The file is shown in Figure D-VI-4. There are six columns of numbers in this file:

- 1st column - degradation factor for 250 m SSPK
- 2d column - degradation factor for 500 m SSPK
- 3d column - degradation factor for 1,000 m SSPK
- 4th column - degradation factor for 1,500 m SSPK
- 5th column - degradation factor for 2,500 m SSPK
- 6th column - degradation factor for greater than 2,500 m SSPK

The number in the Moving Tgt column of BPOINT and RPOINT points to a line in H7MOVETGT which has the degradation factors. These factors are multiplied times the corresponding SSPK values if conditions of the conflict call for a target to be on the move. This file, like H7AFPPK, has no sequential order. As new degrading factors are needed, they are added to the end of the file. Additions to or deletions from the middle of the file are not allowed. The file may grow as large as 100 lines. If more lines are needed, change the array size in the program H7AFP.M-SSPK which reads this file.

D-VI-5. Moving firer degradation factors are in H7MOVEFIRER. The file is shown in Figure D-VI-5. This file is exactly like H7MOVETGT except the factors are for moving shooter conditions and use the Moving Firer column in BPOINT and RPOINT. It also has a maximum size of 100 lines. The array in program H7AFP.M-SSPK must be expanded if more lines are needed.

1.50	0.00	0.00	0.00	0.00	0.00
1.50	0.00	0.00	0.00	0.00	0.00
1.00	0.80	0.00	0.00	0.00	0.00
1.00	0.80	0.50	0.25	0.10	0.00
0.50	0	0	0	0	0
0.50	0.80	0.80	0.80	0.80	0.80
0.50	0.80	0.80	0.80	0.80	0.80
1.00	1.00	1.00	1.00	1.00	1.00
1.00	0.80	0.00	0.00	0.00	0.00
1.00	1.00	0.96	0.85	0.75	0.65
1.00	1.00	0.96	0.85	0.75	0.65
1.00	1.00	0.90	0.63	0.52	0.41
1.00	1.00	0.89	0.61	0.46	0.32
1.00	1.00	0.92	0.57	0.48	0.39
0.85	0.85	0.00	0.00	0.00	0.00
0.13	0.00	0.00	0.00	0.00	0.00
0.80	0.80	0.80	0.80	0.80	0.80
0.80	0.80	0.80	0.80	0.80	0.80
1.00	1.00	1.00	1.00	1.00	1.00
0.80	0.80	0.80	0.80	0.80	0.80
0.00	1.00	1.00	1.00	0.00	0.00
0.00	1.00	1.00	1.00	0.00	0.00
0.00	1.00	1.00	1.00	0.00	0.00
0.00	1.00	1.00	1.00	0.00	0.00
0.80	0.80	0.80	0.80	0.80	0.80
0.80	0.80	0.80	0.80	0.80	0.80
0.50	0.50	0.00	0.00	0.00	0.00
0.50	0.50	0.00	0.00	0.00	0.00
0.50	0.50	0.50	0.50	0.50	0.50
1.00	1.00	1.00	1.00	1.00	1.00
0.50	0.50	0.50	0.50	0.50	0.50
0.97	0.67	0.16	0.11	0.08	0.00
0.50	0.50	0.50	0.00	0.00	0.00
1.00	1.00	0.78	0.67	0.56	0.45
1.00	1.00	0.88	0.57	0.48	0.39
1.00	1.00	0.95	0.77	0.66	0.56
1.00	1.00	0.95	0.77	0.66	0.56
0.50	0.50	0.50	0.00	0.00	0.00
0.33	0.08	0.08	0.00	0.00	0.00
0.33	0.08	0.08	0.00	0.00	0.00
1.00	1.00	1.00	1.00	1.00	1.00
1.00	1.00	1.00	0.00	0.00	0.00
1.00	1.00	0.88	0.60	0.48	0.36
0.50	0.50	1.00	0.00	0.00	0.00
0.50	0.50	0.50	0.00	0.00	0.00
1.00	1.00	1.00	1.00	1.00	1.00
1.00	1.00	1.00	1.00	1.00	1.00
1.00	0.93	0.44	0.00	0.00	0.00
1.00	1.00	1.00	1.00	1.00	1.00
1.00	1.00	1.00	1.00	1.00	1.00
0.50	0.50	0.50	0.50	0.50	0.50
0.50	0.50	0.50	0.50	0.50	0.50

Figure D-VI-4. H7MOVETGT

[illegible]

Figure D-VI-5. H7MOVEFIRER

Section III. OUTPUT

D-VI-6. The Combat Module format modified SSPKs which are generated by the program H7AFP.M-SSPK are values from H7AFPPK which have been multiplied by moving target degradation factors, moving firer factors, and night degradation factors if those conditions were required. The structure is shown in Table D-VI-2. There are 7,200 lines, each with six values which correspond to the six SSPK range bands. The modified SSPKs are SECRET.

Table D-VI-2. Modified SSPK Element Structure

B01 vs R01 modified SSPKs
B01 vs R02
:
:
:
B01 vs R60
B02 vs R01
B02 vs R02
:
:
:
B02 vs R60
:
:
:
B60 vs R60
R01 vs B01
R01 vs B02
:
:
:
R01 vs B60
R02 vs B01
:
:
:
R60 vs B60

D-VI-7. There is a labeled modified SSPK element generated by the program H7AFP.M-SSPK. This element is also SECRET. Example lines are shown in Table D-VI-3. The SSPK values have been modified to keep this documentation UNCLASSIFIED. A header line shows the conditions of this conflict. The shooter name and AFP number are followed by target names and their AFP numbers, if any of the six SSPK values for that conflict are nonzero. If all values are zero, the next shooter name follows immediately. In the example, BTRP has SSPK values of .00 against all targets across all ranges. M-16 has .00 values against R03, R05-R31, R33-R60.

Table D-VI-3. Labeled Modified SSPK Element Structure

Blue shooter stationary vs Red open moving target at daytime

Shooter = BTRP Shooter = M-16				Shooter number = B01 Shooter number = B02			
RTRP	R01	.01	.01	.00	.00	.00	.00
AKS-74	R02	.02	.02	.00	.00	.00	.00
Gren 30	R04	.04	.00	.00	.00	.00	.00
SA-7	R32	.01	.00	.00	.00	.00	.00
Shooter = 7.62 GM				Shooter number = B03			
RTRP	R01	.20	.10	.01	.00	.00	.00
AKS-74	R02	.20	.10	.01	.00	.00	.00
Shooter = M650GM				Shooter number = B04			
ZSU-23	R26	.00	.00	.00	.00	.00	.01
SA-14	R30	.00	.00	.00	.00	.01	.00
SA-7	R32	.00	.00	.00	.01	.00	.00

Section IV. RUNSTREAM

D-VI-8. Figure D-VI-6 shows the runstream of the program which reads the pointer files and the SSPK values to generate modified SSPK values.

```

QUAL UNCLASSIFIED
ASG,T 7.
ASG,T 8.
ASG,T 9.
ASG,T 10.
ASG,T 11.
ASG,T 12.
ASG,T 13.
ASG,A H7AFPPK/XXX/XXX.
ASG,A *H7MOVETGT.
ASG,A *H7MOVFIRER.
ED H7AFPPK,7.
USE 8.,*H7MOVETGT.
USE 9.,*H7MOVFIRER.
ED *H7AFPPFILES.BPOINT,10.
ED *H7AFPPFILES.RPOINT,11.
EXIT
XQT *H7AFP.870M-SSPK
1
2
1
1
1
1
1
1
10
1
2
1
2
3 4 5 6 42 44
3 42 44
ED 12.,H7AFPPK.RAPD-D
ED 13.,H7AFPPK.LABEL-RAPD-D
EXIT

```

Figure D-VI-6. Modified SSPK Generation Runstream

Section V. PROGRAM

D-VI-9. The program which generates modified SSPK values is H7AFP.M-SSPK. The absolute program is H7AFP.870M-SSPK. The flowchart for the program is in Figure D-VI-7. The program accepts conflict conditions for Side 1 (Blue) shooter and Side 2 (Red) targets: (1) open or defilade target; (2) stationary or moving target; (3) stationary or moving firer; and (4) day or night. The modified SSPK values, for Blue as shooter and Red as target are derived using BPOINT, SSPK values in H7AFPPK, and the degradation factors. Then, conflict conditions for Red as shooter and Blue as the targets are accepted. The Red modified SSPK values are derived using RPOINT, SSPK values in H7AFPPK, and the degradation factors depending on the second set of conflict conditions. The source program is shown in Figure D-VI-8.

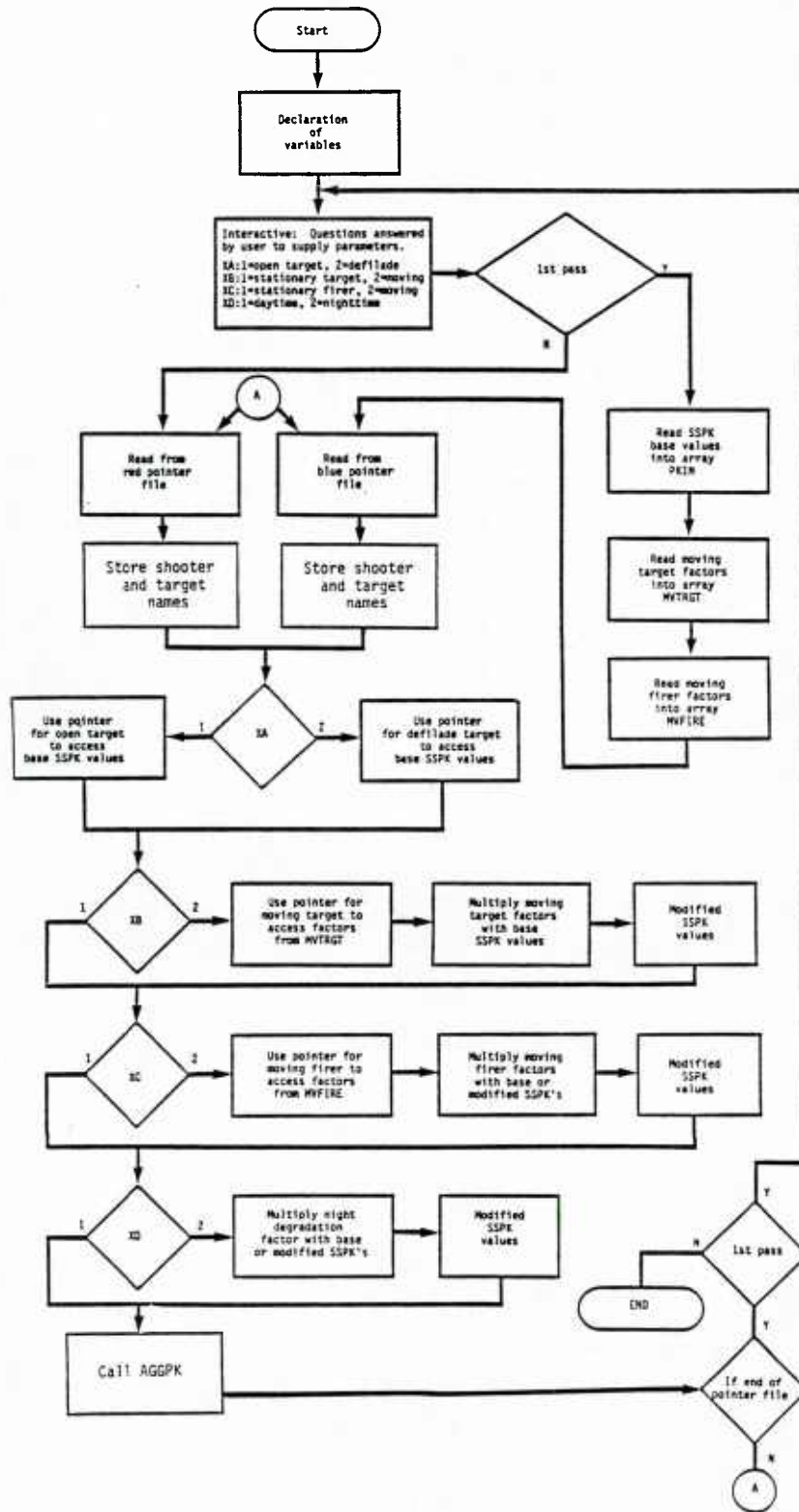


Figure D-VI-7. Modified SSPK Generation Program Flowchart
(page 1 of 4 pages)

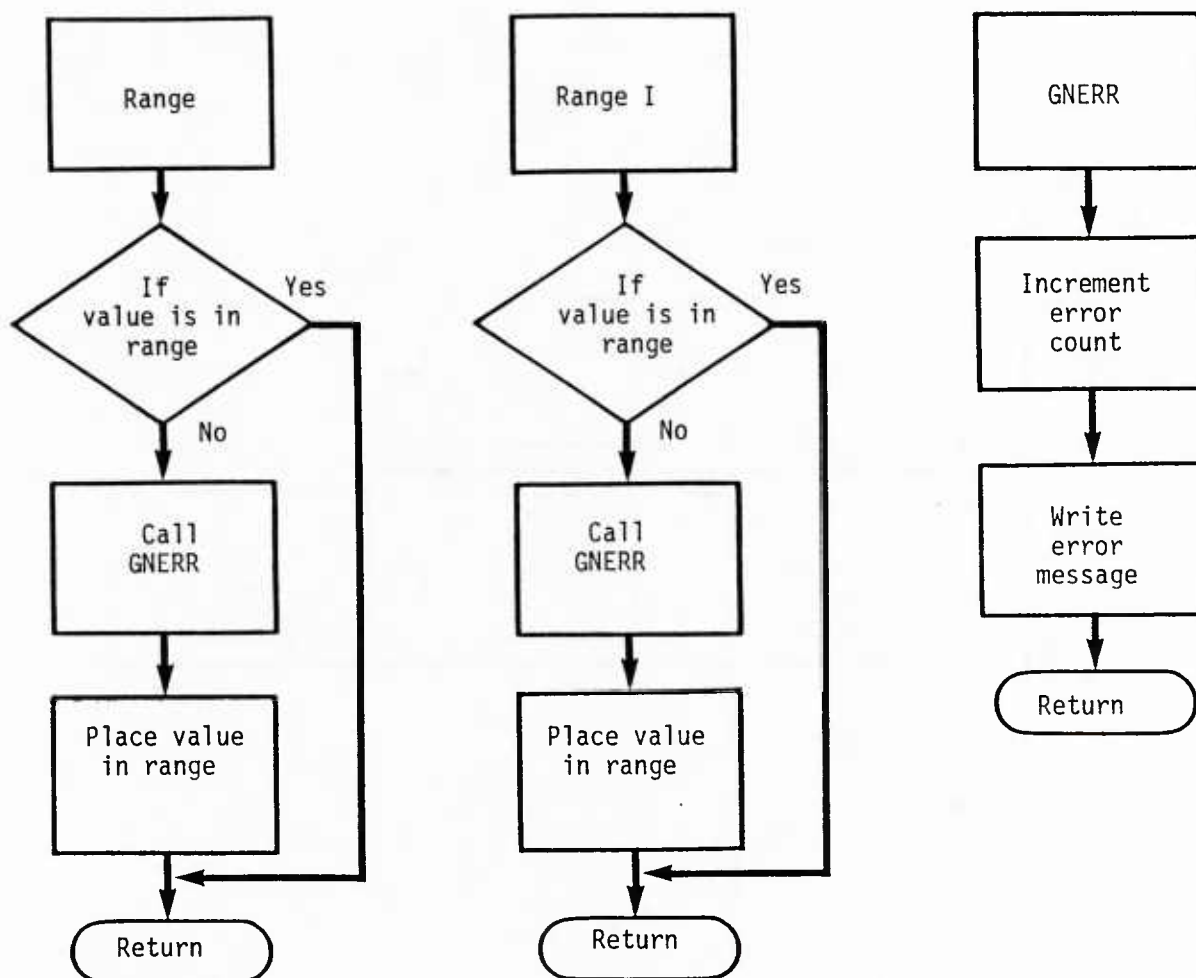


Figure D-VI-7. Modified SSPK Generation Program Flowchart
(page 2 of 4 pages)

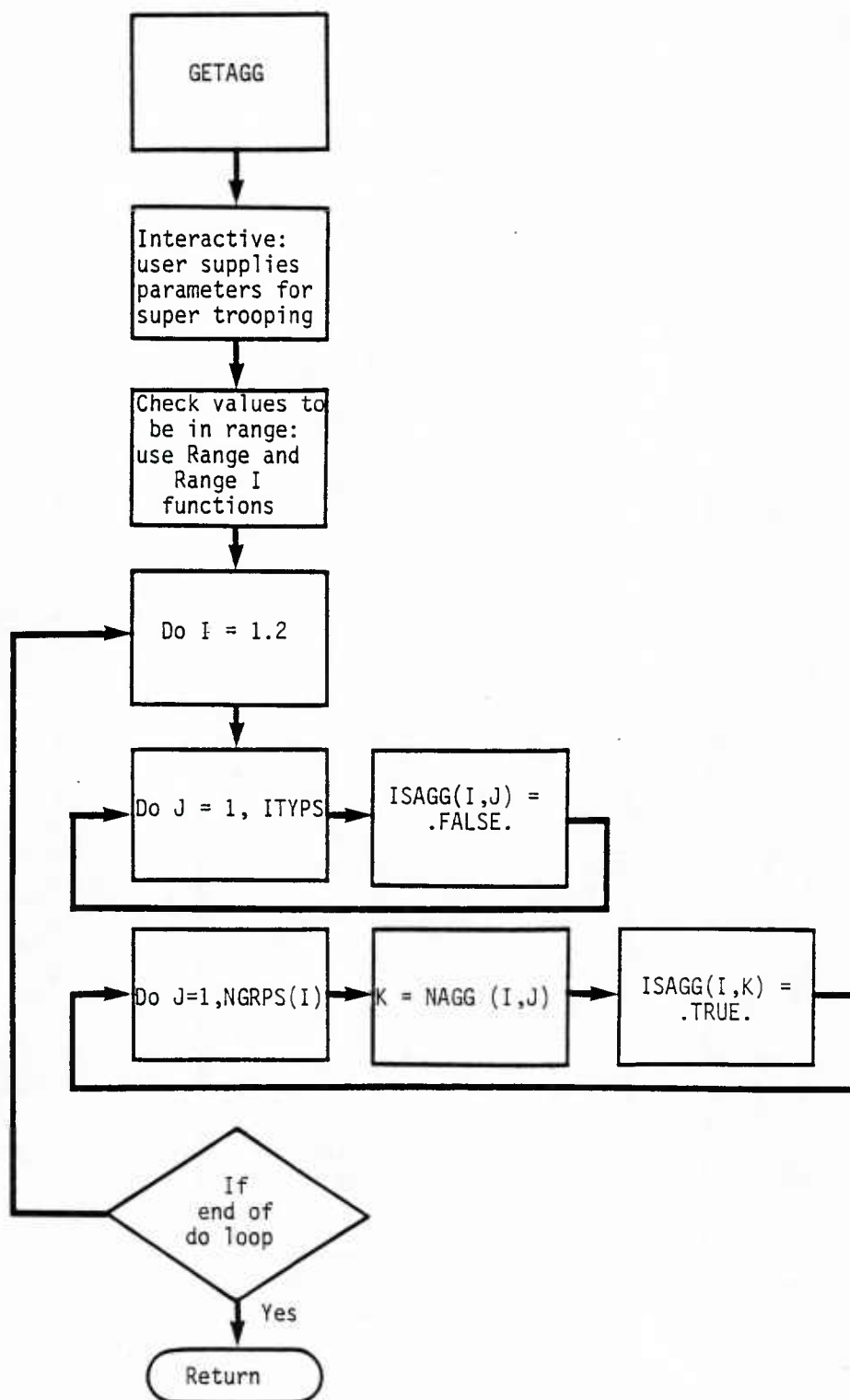


Figure D-VI-7. Modified SSPK Generation Program Flowchart
(page 3 of 4 pages)

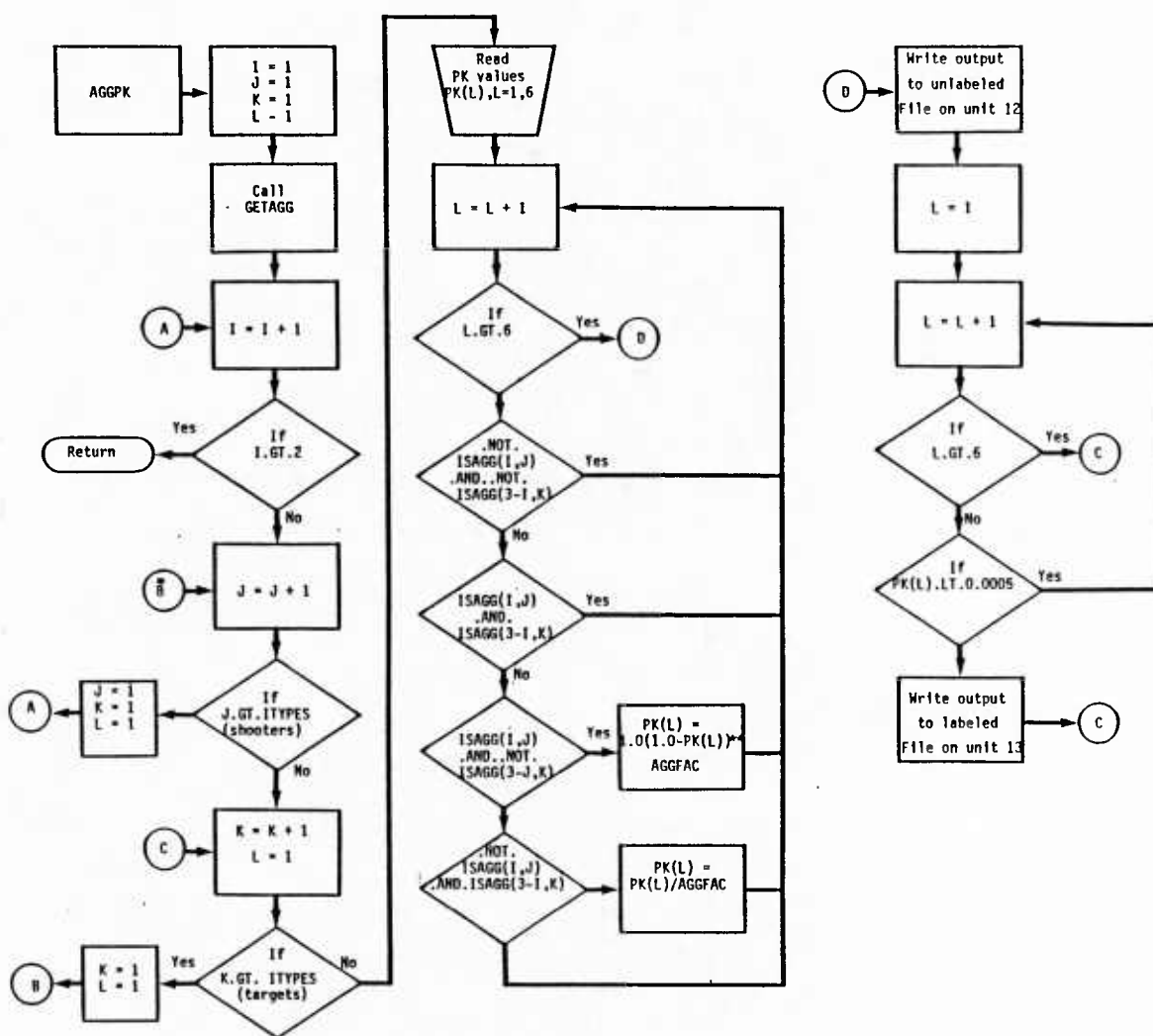


Figure D-VI-7. Modified SSPK Generation Program Flowchart
(page 4 of 4 pages)

Figure D-VI-8. Modified SSPK Generation Program
(page 1 of 11 pages)


```

82      GO TO 32
83      33 WRITE(6,98)
84      98 FORMAT(5X,'IS THE TARGET STATIONARY OR MOVING ?',/,/,
85      C10X,' 1=STATIONARY ',/,10X,' 2=MOVING ')
86      42 READ(5,30,ERR=41) XB
87      IF((XB.GT.2).OR.(XB.LT.1)) GO TO 41
88      GO TO 43
89      41 PRINT *, 'ILLEGAL ENTRY, TRY AGAIN'
90      GO TO 42
91      43 WRITE(6,97)
92      97 FORMAT(5X,'IS THE FIRER STATIONARY OR MOVING ?',/,/,
93      C10X,' 1=STATIONARY ',/,10X,' 2=MOVING ')
94      52 READ(5,30,ERR=51) XC
95      IF((XC.GT.2).OR.(XC.LT.1)) GO TO 51
96      GO TO 53
97      51 PRINT *, 'ILLEGAL ENTRY, TRY AGAIN'
98      GO TO 52
99      53 WRITE(6,96)
100     96 FORMAT(5X,'IS IT DAYTIME OR NIGHTTIME ?',/,/,
101     C10X,' 1=DAYTIME ',/,10X,' 2=NIGHTTIME ')
102     62 READ(5,30,ERR=61) XD
103     IF((XD.GT.2).OR.(XD.LT.1)) GO TO 61
104     GO TO 73
105     61 PRINT *, 'ILLEGAL ENTRY, TRY AGAIN'
106     GO TO 62
107
108     C
109     C
110     C
111     73 WRITE(6,90)
112     90 FORMAT(////,T35,'P R O G R A M   W O R K I N G',////)
113
114     C
115     C
116     C
117     C
118     C
119     IF(LOOP.EQ.0)THEN
120     I=1
121     111 READ(7,10,END=222)(PKIN(I,J),J=1,6)
122     10 FORMAT(6(F10.2,1X))
123     I=I+1
124     GO TO 111
125     K=1
126     333 READ(8,20,END=444)(MVTGT(K,L),L=1,6)
127     20 FORMAT(6(F4.2,1X))
128     K=K+1
129     GO TO 333
130     444 M=1
131     555 READ(9,20,END=666)(MVFIRE(M,N),N=1,6)
132     M=M+1
133     GO TO 555
134     666 CONTINUE
135     END IF
136
137     C
138     C
139     M=LOOP+1
140     WRITE(TITLE(M),5)SCOLOR,ARRAY2(XC),TCOLOR,ARRAY1(XA),
141     CARRAY2(XB),ARRAY3(XD)
142     5 FORMAT(5X,A4,' SHOOTER ',A10,' VS ',A4,A10,' ',A10,
143     C' TARGET AT ',A10)
144     INDEX=0
145
146     C
147     C
148     C
149     C
150     C
151     C
152     C
153     C
154     N=0
155     777 READ(PFILE,70,END=888)LINE
156     70 FORMAT(A80)
157     INDEX=INDEX+1
158     IF(INDEX.EQ.1)THEN
159     IF(LINE(30:36).NE.'SHOOTER')THEN
160     INDEX=0
161     GO TO 777
162     END IF
163     SHOOTR=LINE(18:28)

```

Figure D-VI-8. Modified SSPK Generation Program
(page 2 of 11 pages)

```

164          SHTNUM=LINE(39:41)
165          N=N+1
166          WRITE(SHTNAM(M,N),40)SHOOTR,SHTNUM
167          WRITE(TRGNAM(M,N),46)SHOOTR,SHTNUM
168          FORMAT(A11,1X,A3)
46  40  FORMAT('SHOOTER= ',A10,' SHOOTER NUMBER= ',A3)
170          END IF
171          IF(INDEX.LE.4) GO TO 777
172          IF(INDEX.EQ.65) GO TO 777
173          IF(INDEX.EQ.66) THEN
174              INDEX=0
175              GO TO 777
176          END IF
177          IF(XA.EQ.1)THEN
178              READ(LINE,80)KOUNT
179              80  FORMAT(T35,I3)
180          ELSE
181              READ(LINE,81)KOUNT
182              81  FORMAT(T51,I3)
183          END IF
184          DO 15 J=1,6
185              TEMP(J)=PKIN(KOUNT,J)
186          15  CONTINUE
187          IF(XB.EQ.2)THEN
188              READ(LINE,82)KOUNT
189              82  FORMAT(T42,I3)
190              DO 25 J=1,6
191                  TEMP2(J)=MVTRGT(KOUNT,J)
192                  TEMP(J)=TEMP(J)*TEMP2(J)
193              25  CONTINUE
194          END IF
195          IF(XC.EQ.2)THEN
196              READ(LINE,83)KOUNT
197              83  FORMAT(T57,I3)
198              DO 35 J=1,6
199                  TEMP2(J)=MVFFIRE(KOUNT,J)
200                  TEMP(J)=TEMP(J)*TEMP2(J)
201              35  CONTINUE
202          END IF
203          IF(XD.EQ.2)THEN
204              READ(LINE,84)NITE
205              84  FORMAT(T66,F3.2)
206              DO 45 J=1,6
207                  TEMP(J)=TEMP(J)*NITE
208              45  CONTINUE
209          END IF
210  C
211  C
212  C      WRITE THE MODIFIED SSPK VALUES TO UNIT 14 FOR FUTURE PROCESSING
213  C
214  C
215  C      WRITE(14,50)(TEMP(J),J=1,6)
216  C      50  FORMAT(6(F4.2,1X))
217  C
218  C
219  C      GO TO 777
220  888  WRITE(6,91)
221  91  FORMAT(///,T31,'F I N I S H E D   P R O C E S S I N G',///)
222  C
223  C
224  C      IF THIS IS THE FIRST PASS, RETURN TO THE TOP TO
225  C      PROCESS RED AS A SHOOTER.
226  C
227  C
228  C      IF(LOOP.EQ.0)THEN
229          LOOP=1
230          GO TO 1
231      END IF
232      CLOSE(14)
233      REWIND 14
234  C
235  C      CALL SUBROUTINE TO COMPUTE SUPER TROOP VALUES
236  C
237  C      CALL AGGPK
238  C      WRITE(6,92)
239  92  FORMAT(///,T33,'P R O G R A M   C O M P L E T E',///)
240  C      T35,'UNLABELED OUTPUT ON UNIT 12 ',//
241  C      T35,'LABELED OUTPUT ON UNIT 13 ',//
242  C      STOP
243  C      END

```

Figure D-VI-8. Modified SSPK Generation Program
(page 3 of 11 pages)

```

1      SUBROUTINE AGGPK
2      *****
3      C
4      C
5      C
6      C
7      C
8      C
9      C
10     C
11     C
12     C
13     C
14     C
15     C
16     C
17     C
18     C
19     C
20     C
21     C
22     C
23     C
24     C
25     C
26     C
27     C
28     C
29     C
30     C
31     C
32     C
33     C
34     C
35     C
36     C
37     C
38     C
39     C
40     C
41     C
42     C
43     C
44     C
45     C
46     C
47     C
48     C
49     C
50     C
51     C
52     C
53     C
54     C
55     C
56     C
57     C
58     C
59     C
60     C
61     C
62     C
63     C
64     C
65     C
66     C
67     C
68     C
69     C
70     C
71     C
72     C
73     C
74     C
75     C
76     C
77     C
78     C
79     C
80     C
81     C
82     C
83     C

```

```

SUBROUTINE AGGPK
*****
* AGGPK: COMPUTE PROBABILITIES OF KILL FOR AGGREGATED GROUPS
*
*****

INCLUDE UNCLASSIFIED*98AFP2.PARM,LIST
INCLUDE UNCLASSIFIED*98AFP2.ERRDAT,LIST
REAL PK(6)
LOGICAL ISAGG(2,ITYPS)
COMMON /LABEL/TITLE(2),SHTNAM(2,60),TRGNAM(2,60)
CHARACTER*60 TITLE
CHARACTER*39 SHTNAM
CHARACTER*15 TRGNAM
LOGICAL ZERO

NERRS = 0
GET AGGREGATION FACTOR AND AGGREGATED TYPES
CALL GETAGG (AGGFAC, ISAGG)

READ, TRANSFORM, AND OUTPUT PK'S

DO 600 I = 1,2 @ SHOOTING SIDE
WRITE(13,10) TITLE(I)
FORMAT(A60)
DO 700 J = 1,ITYPS @ SHOOTING TYPE
IF (ISAGG(I,J)) WRITE(13,20) SHTNAM(I,J)
IF (.NOT. ISAGG(I,J)) WRITE(13,21) SHTNAM(I,J)
FORMAT(15X,'SUPER TROOP ',A39,/)
FORMAT(17X,A39,/)
DO 800 K = 1,ITYPS @ TARGET TYPE
READ (14,51) (PK(L), L=1,6)
FORMAT(6(F4.2,1X))
DO 900 L = 1,6
A LITTLE PARANOIA NEVER HURT ANYBODY
PK(L) = RANGE ('PK', 0.0, PK(L), 1.0)
IF (NERRS .GT. 0) STOP
IF (.NOT. ISAGG(I,J) .AND. .NOT. ISAGG(3-I,K)) THEN
CONTINUE @ NEITHER AGGREGATED
ELSE IF (ISAGG(I,J) .AND. ISAGG(3-I,K)) THEN
CONTINUE @ BOTH AGGREGATED
ELSE IF (ISAGG(I,J) .AND. .NOT. ISAGG(3-I,K)) THEN
PK(L) = 1.0 - (1.0-PK(L)) ** AGGFAC @ AGGREGATED SHOOTER
ELSE IF (.NOT. ISAGG(I,J) .AND. ISAGG(3-I,K)) THEN
PK(L) = PK(L) / AGGFAC @ AGGREGATED TARGET
ENDIF
PK(L) = MIN (PK(L), 0.99)
CONTINUE

WRITE ALL OF THE MODIFIED SSPK VALUES TO THE UNLABELED
OUTPUT FILE ON UNIT 12. IF THE MODIFIED SSPK VALUE AT ANY
DISTANCE IS GREATER THAN 0.0 , THEN WRITE TO THE LABELED
OUTPUT FILE ON UNIT 13 ALSO.

WRITE (12,101)
@ (NINT(100.0*PK(L)), L=1,6)
FORMAT (6(I2,1X))
ZERO=.TRUE.
DO 55 L=1,6
PK(L)=TEMP(J)+0.005
IF(PK(L).LT.0.005) THEN
ZERO=.TRUE.
ELSE
ZERO=.FALSE.
GO TO 56
ENDIF
CONTINUE
IF(ZERO) GO TO 62
IF (ISAGG(3-I,K)) WRITE(13,60) TRGNAM(3-I,K),PK
IF (.NOT. ISAGG(3-I,K)) WRITE(13,61) TRGNAM(3-I,K),PK
FORMAT(5X,'SUPER TROOP ',A15,5X,6(F4.2))
FORMAT(17X,A15,5X,6(F4.2))
CONTINUE
CONTINUE
CONTINUE
CONTINUE
CONTINUE
WRITE (6,63)
FORMAT (' AGGREGATION OF PK'S COMPLETED.')
RETURN
END

```

Figure D-VI-8. Modified SSPK Generation Program
(page 4 of 11 pages)

```

1      C
2      C NAME: RANGE                                TYPE: REAL FUNCTION
3      C PURPOSE: CHECK A REAL NUMBER FOR BEING IN RANGE.
4      C ARGUMENTS:
5      C   NAME      DIMENSION      TYPE  USE  DESCRIPTION
6      C   ITEM      ----          C*(*) I  NAME OF THE ITEM BEING TESTED
7      C   XLO       ----          R      I  LOWER BOUND
8      C   X         ----          R      I  THE NUMBER BEING TESTED
9      C   XHI       ----          R      I  UPPER BOUND
10     C RETURNS: X, IF X IS WITHIN RANGE; XLO IF X IS LESS THAN XLO; OR
11     C XHI IF X IS GREATER THAN XHI.
12     C CALLED BY: APIN1, APIN2, GETAGG
13     C CALLS: GNERR
14     C COMMON BLOCKS USED: NONE
15     C FILES USED: NONE.
16     C LOCAL ARRAYS: NONE.
17     C METHOD: TEST TO SEE IF XLO <= X <= XHI. IF NOT, CONSTRUCT AN ERROR
18     C MESSAGE SAYING '<NAME> SHOULD BE IN THE RANGE <LOWER> TO <HIGHER>'
19     C AND CALL GNERR TO ISSUE THE ERROR MESSAGE.
20     C
21     C   FUNCTION RANGE (ITEM, XLO, X, XHI)
22     C   *****
23     C   * RANGE: CHECK A REAL NUMBER FOR BEING IN RANGE *
24     C   *
25     C   *****
26     C   CHARACTER*(*) ITEM
27     C   CHARACTER*70 MSG
28     C
29     C   IF ((XLO .LE. X) .AND. (X .LE. XHI)) THEN
30     C     CONTINUE
31     C   ELSE
32     C     BUILD ERROR MESSAGE
33     C     WRITE (MSG,66) X, XLO, XHI
34     C     FORMAT (1PG11.4,
35     C           ' SHOULD BE IN THE RANGE ', 1PG11.4, ' TO ', 1PG11.4)
36     C     CALL GNERR(ITEM,MSG)
37     C   ENDF
38     C   RANGE = X
39     C   IF (RANGE .LT. XLO) RANGE = XLO
40     C   IF (RANGE .GT. XHI) RANGE = XHI
41     C   RETURN
42     C   END
43

```

Figure D-VI-8. Modified SSPK Generation Program
(page 5 of 11 pages)

```

1
2 C NAME: RANGEI TYPE: INTEGER FUNCTION
3 C PURPOSE: CHECK AN INTEGER FOR BEING IN RANGE.
4 C ARGUMENTS:
5 C NAME DIMENSION TYPE USE DESCRIPTION
6 C ITEM ---- C(*) I NAME OF THE ITEM BEING TESTED
7 C IXLO ---- I I LOWER BOUND
8 C IX ---- I I THE NUMBER BEING TESTED
9 C IXHI ---- R I UPPER BOUND
10 C RETURNS: IX, IF IX IS IN RANGE; IXLO, IF IX IS LESS THAN IXLO; OR
11 C IXHI IF IX IS GREATER THAN IXHI.
12 C CALLED BY: APIN1, APIN2, GETAGG
13 C CALLS: GNERR
14 C COMMON BLOCKS USED: NONE
15 C FILES USED: NONE.
16 C LOCAL ARRAYS: NONE.
17 C METHOD: TEST TO SEE IF IXLO <= IX <= IXHI. IF NOT, CONSTRUCT AN ERROR
18 C MESSAGE SAYING '<NAME> SHOULD BE IN THE RANGE <LOWER> TO <HIGHER>'
19 C AND CALL GNERR TO ISSUE THE ERROR MESSAGE.
20 C
21 C INTEGER FUNCTION RANGEI (ITEM, IXLO, IX, IXHI)
22 C *****
23 C * RANGEI: CHECK AN INTEGER FOR BEING IN RANGE *
24 C * *****
25 C CHARACTER*(*) ITEM
26 C CHARACTER*70 MSG
27 C IF ((IXLO .LE. IX) .AND. (IX .LE. IXHI)) THEN
28 C CONTINUE
29 C ELSE
30 C BUILD ERROR MESSAGE
31 C WRITE (MSG,66) IX, IXLO, IXHI
32 C 66 FORMAT (I10, ' SHOULD BE IN THE RANGE ', I10, ' TO ', I10)
33 C CALL GNERR(ITEM,MSG)
34 C ENDOF
35 C RANGEI = IX
36 C IF (RANGEI .LT. IXLO) RANGEI = IXLO
37 C IF (RANGEI .GT. IXHI) RANGEI = IXHI
38 C RETURN
39 C
40 C
41 C

```

Figure D-VI-8. Modified SSPK Generation Program
(page 6 of 11 pages)

```

1      C      NAME: GNERR                                TYPE: SUBROUTINE
2      C      PURPOSE: ISSUE AN ERROR MESSAGE RELATED TO INPUT DATA.
3      C      ARGUMENTS:
4      C      NAME      DIMENSION      TYPE  USE  DESCRIPTION
5      C      ITEM      ----          C*(*) I  NAME OF THE ITEM IN ERROR
6      C      MSG      ----          C*(*) I  (OR BLANK, IF THE MESSAGE DOES NOT
7      C      THE ERROR MESSAGE
8      C      REFER TO A SPECIFIC ITEM)
9      C      CALLED BY: APIN1, APIN2, ICOLOR, RANGE, RANGEI
10     C      CALLS: NONE
11     C      COMMON BLOCKS USED: ERRDAT
12     C      FILES USED: NONE.
13     C      LOCAL ARRAYS: NONE.
14     C      METHOD: PRINT THE NAME OF THE ITEM IN ERROR AND THE ASSOCIATED MESSAGE.
15     C      INCREMENT VARIABLES NERRS (THE TOTAL NUMBER OF ERRORS DETECTED THUS FAR)
16     C      AND NERRSL (THE NUMBER OF ERRORS ON THE CURRENT INPUT LINE) IN COMMON BLOCK
17     C      ERRDAT. IF NERRS EXCEEDS 30, ISSUE A FINAL ERROR MESSAGE AND STOP.
18     C
19     C      SUBROUTINE GNERR (ITEM, MSG)
20     C      *****
21     C      * GNERR: ISSUE AN ERROR MESSAGE
22     C      *
23     C      *****
24     C
25     C      INCLUDE UNCLASSIFIED*98AFP2.ERRDAT,LIST
26     C      CHARACTER*(*) ITEM, MSG
27     C
28     C      INCREMENT ERROR COUNT
29     C      NERRS = NERRS+1
30     C      NERRSL = NERRSL+1
31     C      PRINT THE MESSAGE
32     C      IF (ITEM.EQ.' ') THEN
33     C      WRITE (6,61) MSG
34     C      FORMAT (' ERROR: ', A)
35     C      ELSE
36     C      WRITE (6,62) ITEM, MSG
37     C      FORMAT (' ERROR: ', A, ': ', A)
38     C      ENDIF
39     C      IF (NERRS.GT. 30) THEN
40     C      WRITE (6,63)
41     C      FORMAT (' ERROR LIMIT EXCEEDED...PROCESSING STOPPED.')
42     C      STOP
43     C      ENDOF
44     C      RETURN
45     C      END
46
47
48     C      THIS IS ONLY A COPY OF THE PROC ERRDAT. THE ACTUAL PROC
49     C      IS LOCATED ON UNCLASSIFIED*98AFP2.ERRDAT
50     C
51     C      BLOCK NAME: ERRDAT
52     C      USED BY: APIN1, APIN2, APOUT, ARTPRE, GETAGG, GNERR
53     C      BLOCK DESCRIPTION:
54     C      NAME      DIMENSION      TYPE  DESCRIPTION
55     C      NERRS      ----          I      TOTAL NUMBER OF ERRORS DETECTED
56     C      NERRSL      ----          I      TOTAL NUMBER OF ERRORS DETECTED ON
57     C      THE CURRENT INPUT LINE
58     C
59     C      ERRDAT PROC
60     C      COMMON /ERRDAT/ NERRS, NERRSL
61     C      END

```

Figure D-VI-8. Modified SSPK Generation Program
(page 7 of 11 pages)


```

1:C   CODES USED IN NAMING THE COMMON BLOCKS
2:C   1          INPUT
3:C   M          MAIN
4:C   1          FRCALC
5:C   2          DIRIO
6:C   3          CNFALC
7:C   4          STPREP
8:C   5          CNFTMS
9:C   6          EXTCLS
10:C  7          DIRKLS
11:C  8          CNFLC1
12:BK1  PROC
13:C   USED IN INPUT, MAIN, FRCALC, DIRIO, CNFALC, STPREP, EXTCLS, DIRKLS
14:C
15:   COMMON/C1T057 /NTYPS(2),CASE,PREF1,PREF2,PREF3,PREF4,INSEED,DSEED
16:   INTEGER CASE, PREF1, PREF2, PREF3, PREF4
17:   DOUBLE PRECISION DSEED
18: END
19:BK2  PROC
20:C   USED IN MAIN, CNFALC, STPREP, CNFTMS, EXTCLS, DIRKLS
21:C
22:   COMMON/C34567/TYPS(2), SMALER, BIGGER, STATUS(ICONFL,ILEN),CNFLCT,
23:   * CSHOTS(2,ICONFL)
24:   INTEGER TYPS, SMALER, BIGGER, CNFLCT, CSHOTS
25: END
26:BK3  PROC
27:C   USED IN INPUT, MAIN, STPREP, EXTCLS
28:C
29:   COMMON/CIM46 /IUNIT, OUTFIL, NSTAGE, NSTAGE0, NDAYS
30:   INTEGER OUTFIL
31: END
32:BK4  PROC
33:C   USED IN CNFALC, STPREP
34:C
35:   COMMON/C34 /NODDS, ODDS(2), CONFLO(2,IRANGE,IENVIR)
36:   INTEGER ODDS, CONFLO
37: END
38:BK5  PROC
39:C   USED IN INPUT, CNFTMS
40:C
41:   COMMON/CIS /LIMITS(2,ITYPS,2),
42:   * SENSOR(2,ITYPS,IENVIR,2), SIZE(2,ITYPS,IENVIR),
43:   * CNTRST(2,ITYPS,IENVIR,ISSNTR), LIGHT(IENVIR), MAG(ISENSOR),
44:   * ATTN(ISENSOR,IENVIR), BRIGHT(IENVIR), RCOET(2,ITYPS), NOTCTN,
45:   * NS2DCT(2,ITYPS)
46:   INTEGER SENSOR
47:   REAL LIGHT,MAG
48: END
49:BK6  PROC
50:C   USED IN INPUT, MAIN, EXTCLS, DIRKLS
51:C
52:   COMMON/CIM67 /NOEXT(2),EXT(2,IEXT,ITYPS,IENVIR,IRANGE)
53:   * ,EXTN1(2,IEXT,IENVIR,IRANGE,ICDPTH)
54:   * ,EXTK(2,IEXT,IENVIR,IRANGE,ICDPTH), EXTPER(2,IEXT)
55:   * ,EXTN1(2,IEXT,IENVIR,IRANGE), SHOTS(2,IENVIR,IRANGE)
56:   * ,AMOTYP(2,ITYPS,ITYPS), *SHOTS(2,IEXT,IENVIR,IRANGE)
57:   * ,BWPNS(2,ITYPS,IENVIR,IRANGE),INDDST(2,IEXT,IRANGE),LESDNS(2)
58:   * ,INDPAR(2,IEXT,ITYPS)
59:   INTEGER EXTK,EXTN1,SHOTS,AMOTYP,BWPNS
60:   REAL INDDST,INDPAR
61:   LOGICAL LESDNS
62: END
63:BK7  PROC
64:C   USED IN MAIN, FRCALC, EXTCLS
65:C
66:   COMMON/CM16 /IOPTR3
67: END
68:BK8  PROC
69:C   USED IN INPUT, MAIN, FRCALC
70:C
71:   COMMON/CIM1 /INSERT(IPHASE,2,ITYPS),EXTLOS(2,ITYPS),
72:   * PHASE(IDAYS)
73:   INTEGER PHASE
74: END
75:BK9  PROC
76:C   USED IN INPUT, CNFALC, DIRKLS
77:C
78:   COMMON/CI37 /ENVOST(IENVIR)
79: END
80:BK10 PROC
81:C   USED IN MAIN, DIRIO, DIRKLS
82:C

```

Figure D-VI-8. Modified SSPK Generation Program
(page 8 of 11 pages)

```

83:      COMMON/CM27 /IOPTR4, CKILLS(2,ITYPS2,7)
84:      INTEGER CKILLS
85:  END
86: BK11  PROC
87: C    USED IN MAIN, STPREP, DIRKLS
88: C
89:      COMMON/CM47 /PKS(2,ITYPS,IPKS,IRANGE), MAXCON,
90:      * IUIS, IUIT1, IUIT2, K=UYU1, PK1(IRANGE)
91:  END
92: BK12  PROC
93: C    USED IN MAIN, CNFALC
94: C
95:      COMMON/CM3 /MAXODS
96:  END
97: BK13  PROC
98: C    USED IN MAIN, FRCALC, DIRIO, EXTKLS
99: C
100:      COMMON/CM126 /FOPCES(2,ITYPS,ITYPS)
101:      INTEGER FORCES
102:  END
103: BK14  PROC
104: C    USED IN CNFALC, EXTKLS
105: C
106:      COMMON/C36 /CTR(2), DAYST(2)
107:      * ,SAVIT(4)
108:      INTEGER CTR , DAYST, SAVIT
109:  END
110: BK15  PROC
111: C    USED IN EXTKLS, DIRKLS
112: C
113:      COMMON/C67 /ATEMP(3,IPKS)
114:  END
115: BK16  PROC
116: C    USED IN MAIN, CNFALC, DIRIO, STPREP
117:      COMMON /CM234 / PROJCI(ITYPS,5)
118:      REAL PROJECT
119:  END
120: BK17  PROC
121: C    USED IN MAIN, FRCALC, EXTKLS, DIPKLS
122:      COMMON /CM167/ WPNS(2,ITYPS), WPNS1(2,ITYPS)
123:      * ,DUELS(IENVIR,IRANGE,ICDPH,5)
124:      * ,TMS(2,IENVIR,IRANGE,ICDPH,5), WPNS11(2,ITYPS)
125:      INTEGER WPNS, WPNS1, DUELS, WPNS11
126:  END
127: BK18  PROC
128: C    USED IN CNFTMS, DIRKLS
129:      PARAMETER RMAXT=2.0**30
130:  END
131: BK19  PROC
132: C    USED IN MAIN, CNFALC, EXTKLS, DIPKLS
133:      COMMON /CM367/ FORCSI(2)
134:      INTEGER FORCSI
135:  END
136: BK20  PROC
137: C    USED IN MAIN, INPUT, CNFALC
138:      COMMON /CIM3/ IENVIR
139:  END
140: BK21  PROC
141: C    USED IN MAIN, DIRIO, CNFALC, DIRKLS
142:      COMMON /CM237/ NUMWPN(ITYPS,2)
143:  END
144: BK22  PROC
145: C    USED IN INPUT, STPREP, CNFTMS
146:      COMMON /CI45 / REFIRE(2,ITYPS,ITYPS,IENVIR)
147:  END
148: BK23  PROC
149: C    USED IN MAIN, CNFALC, DIRKLS
150:      COMMON /CM37 /FORCS2(2),NOTPAR(2,IENVIR,IRANGE)
151:      INTEGER FORCS2,NOTPAR
152:  END
153: BK24  PROC
154: C    USED IN CNFALC, DIRKLS
155:      COMMON /C37 / RNGDST(IRANGE)
156:  END
157: BK25  PROC
158: C    USED IN MAIN, INPUT, CNFALC, EXTKLS, DIRKLS
159:      COMMON/CIM678/ LOGICDPH(2,ITYPS,9),LOGIT,STATE
160:      LOGICAL LOGIT,STATE
161:  END
162: BK27  PROC
163: C    USED FOR OUTPUT FILES
164:      COMMON /CM67/ TTLOS(2,ITLOS,IENVIR,IRANGE)

```

Figure D-VI-8. Modified SSPK Generation Program
(page 9 of 11 pages)

```

165:      INTEGER TTLOS
166:  END
167: BK28  PROC
168: C      USED IN CIPS, COPS, AND AFP FILE GENERATION
169: C
170: C      PARAMETER ITTOVC=4, ITTOTC=12, IINF=1
171: C
172: C      COMMON /0123/ ITTOVC(2,ITYPS,ITTOVC), CTOVC(2,ITTOTC,ITTOVC)
173: C      , STOVC(2,ITTOVC), PERK(2,ITYPS), IVCM(2), ICM(2)
174: C      , CKILS1(ITYPS1,ITYPS2,2), PLOSS(2,ITYPS,ITYPS,3)
175: C      , TPTOVC(2,ITYPS), TPTOTC(2,ITYPS), NOS(2,ITYPS)
176: C      , CIPS1(2,ITYPS,ITTOVC), JTTTOVC(2), JTTTOTC(2)
177: C      , LOSSES(2,ITYPS), FAC(2,ITYPS)
178: C
179: C      INTEGER TPTOVC, TPTOTC
180: C
181: C      REAL PLOSS, CKILS1, PERK, TTOVC, CTOVC, STOVC, NOS, CIPS1, LOSSES
182: C
183:  END
184: BK29  PROC
185: C      USED IN INDLOS,TPXTP
186: C      COMMON/COM1/INLOSS(2,ITLOS)
187:  END
188: PARM  PROC
189: C      USED IN INPUT, MAIN, FRCALC, CIRIO, CNFALC, STPREP,
190: C      CNFTMS, EXTCLS, DIRCLS
191: C
192: C      GENERAL USAGE PARAMETERS
193: C      PARAMETER SMALL1=.00001, SMALL2=.000001
194: C      PARAMETER IPHASE=2, IDAYS=7, ICDPTH=5
195: C      PARAMETER IODDS=50, IENVIR=1, IRANGE=6, ISGNTR=2
196: C      PARAMETER ICONFL=1500, ISTAGE=10000000, IPKS=4
197: C      PARAMETER ITPS1=60, ITPS2=60, ITPS=MAX(ITYPS1,ITYPS2), IREPS=1
198: C      PARAMETER LNCNT=30
199: C      PARAMETER IPOS=4, IDAY=2, IVIS=2, ICIPTP=4
200: C      PARAMETER ICASE=IPOS*IVIS*IDAY, ITHTR=1, ITPD=1, ICOMBO=1
201: C      PARAMETER IP1=ICASE*ITHTR, IP3=1
202: C      PARAMETER IP4=ITHTR*ICASE, IP2=ITHTR*ICASE*ITPD
203: C      PARAMETER IP5=ICOMBO*ITHTR*ICASE*ITPD
204: C      PARAMETERS FOR THE EXTERNAL KILLS
205: C      PARAMETER IEXT1=10, IEXT2=10, IEXT=MAX(IEXT1,IEXT2)
206: C      PARAMETER ILEN=IODDS+3, ITLOS=IEXT+1
207: C      PARAMETERS FOR DIRECT I/O
208: C      PARAMETER N11=ITYPS*IENVIR, N12=IENVIR, IU1=20
209: C      PARAMETER IRSZ1=3+IRANGE
210: C      PARAMETER N21=ITYPS2, IU2=71
211: C      PARAMETER NR2=IP1*ITYPS1*N21, IRSZ2=IRANGE*4+10
212: C      PARAMETER NR6=IP1*ITYPS1, IRSZ6=5*ITYPS*6+10, IU6=25
213: C      PARAMETER NR7=IP1*2*ITYPS, IRSZ7=2*ITYPS*8+10, IU7=26
214: C      PARAMETER NR8=IRANGE, NR3=IENVIR*N84, N82=ITYPS*N83
215: C      , N81=IDAYS*N82, N80=IREPS*N81
216: C      PARAMETER NR8=IP3*2*N80
217: C      PARAMETER IRSZ8=ICDPH*ITYPS*9*6+10, IU8=27
218: C      PARAMETERS FOR DETECT INTERFACES
219: C      PARAMETER ISENSR=50
220: C      PARAMETERS FOR CKILLS DIRECT ACCESS I/O
221: C      PARAMETER N31=ITYPS1, IU3=22
222: C      PARAMETER NR3=IP5*IREPS*N31, IPSZ3=2*ITYPS*7*6+10
223: C      PARAMETER N41=ITYPS1, IU4=23
224: C      PARAMETER NP4=IP3*IREPS*N41, IPSZ4=2*ITYPS*6+10
225: C      PARAMETER IU5=24
226: C      PARAMETER IPSZ5=4 + 2*2*IEXT*IENVIR*IRANGE*ICDPH
227: C      PARAMETER N90=IREPS, IU9=7
228: C      PARAMETER NR9=IP5*IREPS*IDAYS, IRSZ9=2*ITYPS*ITYPS*6+10
229: C      PARAMETER N100=IREPS, N101=IREPS*IDAYS, IU10=4
230: C      PARAMETER NR10=IP5*N101*ITYPS1, IRSZ10=2*ITYPS2*6+10
231: C      PARAMETER NR11=IP5*ICIPTP, IU11=7, IRSZ11=2*ITYPS*ICIPTP*10+10
232: C      PARAMETER NR12=IP5*ICIPTP, IU12=8, IRSZ12=2*ITYPS*ICIPTP*10+10
233: C      PARAMETER NP14=IP3*IREPS*IDAYS*ITYPS1*ITYPS2, IU14=31
234: C      , IRSZ14=(3+IENVIR*IRANGE*ICDPH*5)+10
235: C      PARAMETER IU15=32, IRSZ15=5+2*IENVIR*IRANGE*ICDPH*5
236: C      PARAMETERS FOR NON-DIRECT ACCESS FILES
237: C      PARAMETER N132=IREPS, N131=IDAYS*N132, IU13=9
238: C      PARAMETER IRSZ13=2*ITLOS*IENVIR*IRANGE+4
239: C      PARAMETER IUIN1=10, IUIN2=11, IUIN3=12, IUIN4=13, IUIN6=15
240: C      PARAMETER IUIN7=16, IUIN8=14, IAFPIN=17, IUOUT1=18
241: C      PARAMETER IUOUT3=33, IRSZU3=4 + IRANGE*IENVIR*IEXT*2 +
242: C      IRANGE*IENVIR*2
243: C
244: C      INPUT FILES      NUMBER      UNIT      FORMAT
245: C
246: C      Q3PKS3A          10          IUIN1      24F3.3

```

Figure D-VI-8. Modified SSPK Generation Program
(page 10 of 11 pages)

```

247:C      03RNGDST3A      11      IUIN2      24I3
248:C      03PREF3A       12      IUIN3      FREE
249:C      03PROJ3A       13      IUIN4      FREE
250:C      03KILLSD3      15      IUIN6      FREE
251:C      03CTPSD3       16      IUIN7      FREE
252:C      03CSCSS        14      IUIN8      FREE
253:C      03AFPIN        17      IUIN9      IN SPECS
254:C
255:C      FILE TO UNIT ASSOCIATIONS
256:C
257:C      FILE          UNIT      NUMBER      FORMAT
258:C
259:C      PKS           IU1       20      UNFORMATTED (BINARY)
260:C      RNGDST       IU2       21      F4.2
261:C      CKILLS       IU3       22      I6
262:C      NUMWPN       IU4       23      I6
263:C      EXT          IU5       24      UNFORMATTED (BINARY)
264:C      PROJECT      IU6       25      F6.2
265:C      PREF         IU7       26      F8.6
266:C      LOG          IU8       27      I6
267:C      ALLOCATE     IU9       3      I6
268:C      FALLOC       IU10      4      I6
269:C      CIPS         IU11      7      F10.3
270:C      COPS         IU12      8      F10.3
271:C      TTLOS        IU13      9      UNFORMATTED (BINARY)
272:C      AFPIN        IAFPIN    17      IN SPECS
273:C      AFPOUT       IUOUT1    18      IN SPECS
274:C      ESHOTS,SHOTS IUOUT3    33      UNFORMATTED (BINARY)
275:C      DUELS        IU14     31      I5
276:C      TIMES        IU15     32      UNFORMATTED (BINARY)
277:C      END

```

Figure D-VI-8. Modified SSPK Generation Program
(page 11 of 11 pages)

PROGRAMS AND NOTES FOR FOUR COMBAT MODULE PREPROCESSORS - PREFGEN, RNGDSTGEN, PKSGEN, AND PROJGEN

Section I. OVERVIEW

D-VII-1. This annex describes briefly four preprocessors of the Combat Module. All four preprocessors transform previously prepared input data into files in the forms required by the principal program of the Combat Module. The relation of the four preprocessors to the AFP Combat Module, and AFP System in general, is portrayed in Figure D-VII-1.

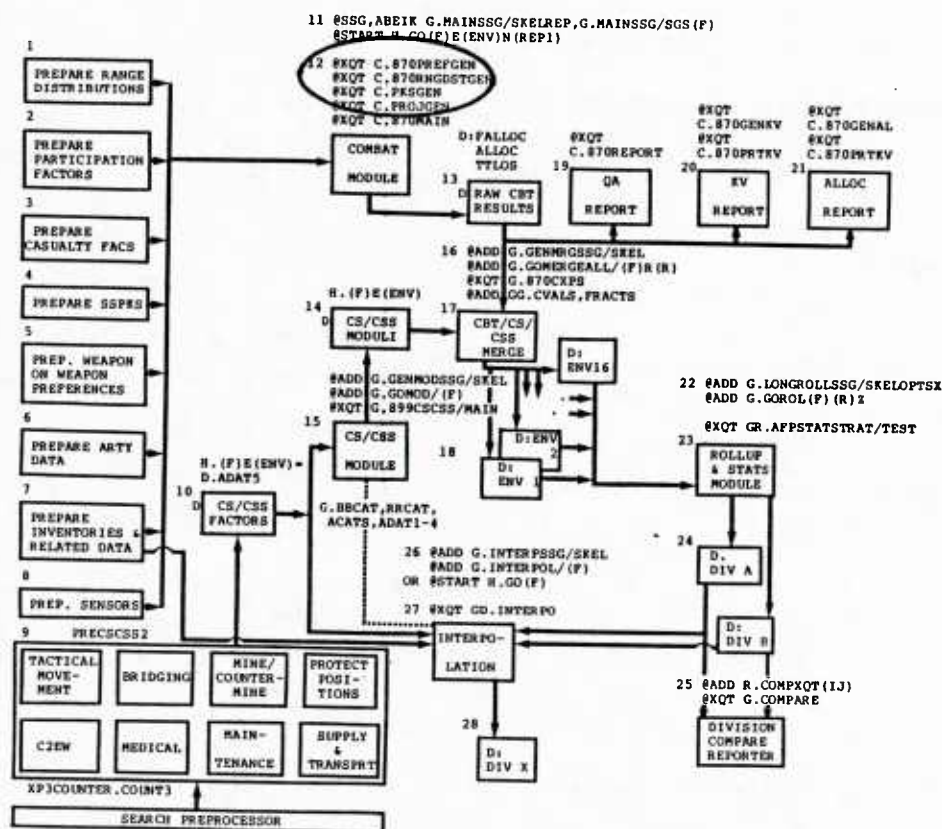


Figure D-VII-1. The Relation of Four Combat Module Preprocessors (PREFGEN, RNGDSTGEN, PKSGEN, and PROJGEN) to the Module's Principal Program (MAIN)

Section II. PREPROCESSOR PROGRAMS AND NOTES

D-VII-2. PREFGEN

- a. Program PREFGEN processes the sequential data file PREF previously created in task 5 of the Combat Module input data preparation. The file

PREF and task 5 are described in Annex II to Appendix D. The file PREF contains user-specified fractional preferences for shooting weapons to engage targets (which, too, may be able to shoot). Program PREFGEN generates so-called "modified preferences" in order to reconcile the possible conflicting preferences of opponents. The original preferences of two opposing types are first moved "halfway toward their arithmetic mean." These intermediate values are then "renormalized" so that the sum of the modified preferences for each weapon equals the sum of the original preferences. The modified preferences are then output to a direct access file in the form required by the main program of the Combat Module.

b. The PREFGEN source program is listed in Figure D-VII-2.

c. **Input Files.** Unit 15 - basedata

Unit 12 - preference file

d. **Runstream Input.** String of six 1's separated by blanks.

e. **Format of Sequential Symbolic Preference Input File.** Free field format.

f. **Method**

(1) For each combination of preferences, each preference is moved halfway toward the average.

Example:	Blue Type 1 Preference for Red Type 2 .2	Red Type 2 Preference for Blue Type 1 .4
----------	---	---

The average is .3

Moving the Blue preference halfway toward the average:

$$(.2 + .3)/2 = .25$$

Moving the Red preference halfway toward the average:

$$(.4 + .3)/2 = .35$$

So the new (modified) preferences are:

Blue Type 1 Preference for Red Type 2 .25	Red Type 2 Preference for Blue Type 1 .35
--	--


```

UNCLASSIFIED*H7AFP(1).PREFGEN(2)
1      INCLUDE PARM
2      INCLUDE BK1
3      INCLUDE BK3
4
5      C
6      DEFINE FILE IU7(NR7,IRSZ7,F,NEXT7)
7
8      C
9      PARAMETER ERROR=.02
10
11      C
12      DIMENSION PREFS(2,ITYPS,ITYPS),PREFS1(2,ITYPS,ITYPS)
13      DIMENSION SUMS(2,ITYPS),SUMS1(2,ITYPS)
14
15      C
16      REAL PREFS,PREFS1,SUMS,SUMS1
17
18      C
19      INTEGER COMBO,TPD,THTR,NVIS,NDAY,NPOS
20
21      C
22      LOGICAL ERRORS
23
24      C
25      2      CONTINUE
26      ERRORS=.FALSE.
27      READ(IUIN6,100) NDAYS,NTYPS(1),NTYPS(2)
28
29      100  FORMAT(
30      READ(5,100) COMBO,TPD,THTR,NVIS,NDAY,NPOS
31      CASE=(NVIS-1)*IDAY+IPOS+(NDAY-1)*IPOS+(NPOS-1)
32      PREF1=(THTR-1)*ICASE+CASE
33      DO 1000 I=1,2
34      READ(IUIN3,100) ((PREFS(I,J,K),K=1,NTYPS(3-I)),
35      & J=1,NTYPS(1))
36
37      1000  CONTINUE
38      DO 3000 I=1,2
39      DO 3000 J=1,NTYPS(1)
40      SUMS(I,J)=0.0
41      DO 2500 K=1,NTYPS(3-I)
42      SUMS(I,J)=SUMS(I,J)+PREFS(I,J,K)
43
44      2500  CONTINUE
45      IF ( SUMS(I,J) .GT. 1.0 + ERROR ) THEN
46      WRITE(6,2600) J,I,SUMS(I,J)
47      2600  & FORMAT(/,1X,10(1H*), ' PREFERENCES FOR TYPE ',I3,' SIDE ',I1
48      & ,3X,SUM TO ',F9.6,1X,10(1H*))
49      ERRORS=.TRUE.
50
51      3000  ENDF
52      CONTINUE
53      IF ( ERRORS ) CALL FABORT
54      DO 4000 J=1,NTYPS(1)
55      DO 4000 K=1,NTYPS(2)
56      TEMP=(PREFS(1,J,K)+PREFS(2,K,J))/2.0
57      PREFS1(1,J,K)=(PREFS(1,J,K)+TEMP)/2.0
58      PREFS1(2,K,J)=(PREFS(2,K,J)+TEMP)/2.0
59
60      4000  CONTINUE
61      DO 5000 I=1,2
62      DO 5000 J=1,NTYPS(1)
63      SUMS1(I,J)=0.0
64      DO 5000 K=1,NTYPS(3-I)
65      SUMS1(I,J)=SUMS1(I,J)+PREFS1(I,J,K)
66
67      5000  CONTINUE
68      DO 6000 I=1,2
69      DO 6000 J=1,NTYPS(1)
70      DO 6000 K=1,NTYPS(3-I)
71      IF ( SUMS1(I,J) .GT. .001 ) THEN
72      PREFS1(I,J,K)=(PREFS1(I,J,K)+SUMS(I,J))/SUMS1(I,J)
73      ELSE
74      PREFS1(I,J,K)=0.0
75
76      6000  ENDF
77      CONTINUE
78      DO 2000 I=1,2
79      DO 2000 J=1,NTYPS(1)
80      IOPTR7=(I-1)*ITYPS+J
81      IOPTR7=IOPTR7+PREF1*2*ITYPS
82      WRITE(IU7'IOPTR7,1100,ERR=1500)
83      & (PREFS1(I,J,K),K=1,NTYPS(3-I))
84
85      1100  FORMAT(500(500F8.6))
86      600  GOTO 2000
87
88      1500  WRITE(6,1600) I,J
89      1600  & FORMAT(30(1H*),5X,' PREF WRITE ERROR',5X,' INDICES= ',
90      & 2(15,5X),30(1H*))
91
92      2000  STOP
93      CONTINUE
94      STOP
95      END

```

Figure D-VII-2. Source Listing of the Program PREFGEN,
a Combat Module Preprocessor

- (2) The original sum of a weapon's preferences is maintained.

Example: Let's say the raw preferences for Blue type 1 sum to .8 and the modified preferences sum to .9.

Each modified preference for Blue type 1 against each opponent is multiplied by .8/.9 so the new modified preferences again sum to .8.

(3) Although PREFGEN is currently "hardwired" to move original opposing preferences halfway ($f = 0.5$) toward their mean before renormalization, the method may be easily generalized for any fraction (f) toward the mean. Let p and q be the original opposing preferences. Let p' and q' be the opposing modified preferences before renormalization. Then

$$p' = (1 - f/2)p + (f/2)q$$

$$q' = (f/2)p + (1-f/2)q$$

The current value, $f=0.5$, was chosen arbitrarily as a "neutral" value. Some unbalanced weapons allocations have occurred with $f=0.5$. Although the imbalances are not the fault of $f=0.5$, a different value of f may produce better though hardly perfect weapons allocations. One disadvantage of fine tuning f is that f is not a "natural" combat parameter.

g. Output File. Unit 26, direct access.

- (1) **Pointer to Record.**

(Side - 1) + ITYPS + ID of weapon type

(2) **Record Format.** The preferences against all opponents in F8.6 format.

D-VII-3. RNGDSTGEN

a. Program RNGDSTGEN processes the sequential data file RNGDST previously created in task 1 of the Combat Module input data preparation. The file RNGDST and task 1 are described in Annex III to Appendix D. The file RNGDST contains user-specified fractional preferences by range for the engagement of opposing weapons types, given that opposing types do engage. Program RNGDSTGEN converts the integer values in file RNGDST to real values and scales those values to decimal fractions. The program checks whether the sum of fractions across all ranges for each weapon-type-on-weapon-type pairing is within an acceptable tolerance of 1.0. Any sum out of tolerance generates an error message and sets an abort flag. If the abort flag is not set after all checks have been made, program RNGDSTGEN, the range preferences, are then output to a direct access file in the form required by the main program of the Combat Module.

b. The RNGDSTGEN source program is listed in Figure D-VII-3.

```

UNCLASSIFIED*H7AFP(1).RNGDSTGEN(0)
1      INCLUDE PARM
2      INCLUDE BK1
3      INCLUDE BK3
4
5      C
6      DEFINE FILE IU2(NR2,IRSZ2,F,NEXT2)
7
8      C
9      PARAMETER IPLACE=2
10
11      C
12      DIMENSION IRNG(ITYP1,ITYPS2,IRANGE)
13      DIMENSION RRNG(ITYP1,ITYPS2,IRANGE)
14
15      C
16      INTEGER IRNG,COMBO,TPD,THTR,NVIS,NDAY,NPOS
17
18      C
19      REAL RRNG
20
21      C
22      LOGICAL ERRORS
23
24      C
25      CONTINUE
26
27      ERRORS=.FALSE.
28      READ(IUIN6,100) NDAYS,NTYPS(1),NTYPS(2)
29
30      100  FORMAT(
31      READ(5,100) COMBO,TPD,THTR,NVIS,NDAY,NPOS
32      CASE=(NVIS-1)*IDAY*IPOS+(NDAY-1)*IPOS+(NPOS-1)
33      PREF1=(THTR-1)*ICASE+CASE
34      DO 175 J=1,NTYPS(1)
35      READ(IUIN2,150) ((IRNG(J,K,L),L=1,IRANGE),K=1,NTYPS(2))
36      150  FORMAT(24I3)
37      175  CONTINUE
38      DO 2000 J=1,NTYPS(1)
39      DO 2000 K=1,NTYPS(2)
40      SUM=0.0
41      DO 1000 L=1,IRANGE
42      TEMP=IRNG(J,K,L)/(10.0**IPLACE)
43      RRNG(J,K,L)=TEMP
44      SUM=SUM+TEMP
45      1000  CONTINUE
46      IF ( (SUM .GT. 1.0+SMALL2) .OR. (SUM .LT. 1.0-SMALL2) ) THEN
47      WRITE(6,1200) J,K,SUM
48      1200  FORMAT(/,1X,10(1H*),3X,'TYPES ',I3,3X,I3,3X,'SUM ',F9.6
49      &      ,3X,10(1H*))
50      ERRORS=.TRUE.
51      ENDDIF
52      2000  CONTINUE
53      IF ( ERRORS ) CALL FABORT
54      DO 3000 J=1,NTYPS(1)
55      DO 3000 K=1,NTYPS(2)
56      IOPTR2=(J-1)*N21+K
57      IOPTR2=IOPTR2+PREF1*ITYPS1*ITYPS2
58      WRITE(IU2,IOPTR2,2100,ERR=2500)
59      &      (RRNG(J,K,L),L=1,IRANGE)
60      2100  FORMAT(500(500F4.2))
61      GOTO 3000
62      2500  WRITE(6,2600) J,K
63      2600  FORMAT(30(1H*),5X,'RNGDST WRITE ERROR',5X,'INDICES= ',
64      &      2(I5,5X),30(1H*))
65      STOP
66      3000  CONTINUE
67      STOP
68      END

```

Figure D-VII-3. Source Listing of the Program RNGDSTGEN,
A Combat Module Preprocessor

c. **Input Files.** Unit 15 - basedata

Unit 11 - range distribution

d. **Runstream Input.** String of six 1's separated by blanks.

e. **Format of Sequential Range Distribution Input File.** Each line contains 24 integers in I3 format.

f. **Output File.** Unit 21, direct access.

(1) **Pointer to Record.**

(Side 1 type ID - 1) * ITYPS2 + Side 2 type ID

(2) **Record Format.** The range distribution for each combination of types as real numbers in F4.2 format.

D-VII-4. PKSGEN

a. Program PKSGEN processes the sequential data file PKS previously created in task 4 of the Combat Module input data preparation. The file PKS and task 4 are described in Annex VI to Appendix D. The formatted file PKS contains SSPKs by range for weapon-type-on-weapon-type engagements. Program PKSGEN generates an unformatted sequential file in the form required by the main program of the Combat Module.

b. The PKSGEN source program is listed in Figure D-VII-4.

c. **Input File.** Unit 10 - PK file

d. **Sequential Input File Format.** Each line contains four groups, each group consisting of six integer PKS. The six PKS correspond to the six ranges.

(1) Six PKS for mobility kills.

(2) Six PKS for firepower kills.

(3) Six PKS for catastrophic kills.

(4) Six PKS for M/F kills.

Each line is read using 24F3.3 in the format.

e. The output file is sequential and is written onto Unit 20. Each line contains:

(1) The side of the shooter.

(2) The Side 1 weapon type in the conflict.

- (3) The Side 2 weapon type in the conflict.
- (4) The six M/F PKS corresponding to the shooting type.

```

1      PROGRAM PKSGEN
2      *****
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```

Figure D-VII-4. Source Listing of the Program PKSGEN,
a Combat Module Preprocessor

D-VII-5. PROJGEN

a. Program PROJGEN processes the sequential data file ENGAGE previously created in task 2 of the Combat Module input data preparation. The file ENGAGE and task 2 are described in Annex V to Appendix D. The free-formatted file ENGAGE contains user-specified participation factors and conflict specifications by weapon type on weapon type. A participation factor, p , $0.0 \leq p \leq 1.0$, specifies that only the fraction p of weapons allocated to engage on a day do "reach" the engagements. The fraction $(1-p)$ is not lost but becomes available for allocation on the following day. The participation factor is applied each day. Program PROJGEN scales the real input values and outputs them to a direct access file in the form required by the main program of the Combat Module.

- b. The PROJGEN source program is listed in Figure D-VII-5.

```

1      INCLUDE PARM
2      INCLUDE BK1
3      INCLUDE BK3
4
5      C
6      DEFINE FILE IU6(NR6,IRSZ6,F,NEXT6)
7
8      C
9      PARAMETER IPLACE=2
10
11      C
12      DIMENSION PROJ1(ITYPS1,ITYPS2,5)
13      DIMENSION PROJ2(ITYPS1,ITYPS2,5)
14
15      C
16      REAL PROJ2
17
18      C
19      INTEGER PROJ1,COMBO,TPD,THTR,NVIS,NDAY,NPOS
20
21      C
22      CONTINUE
23
24      READ(IUIN6,100) NDAYS,NTYPS(1),NTYPS(2)
25      FORMAT(1)
26      READ(5,100) COMBO,TPD,THTR,NVIS,NDAY,NPOS
27      CASE=(NVIS-1)*IDAY*IPOS+(NDAY-1)*IPOS+(NPOS-1)
28      PREF1=(THTR-1)*ICASE+CASE
29
30      C
31      DO 1000 I=1,NTYPS(1)
32      DO 1000 J=1,NTYPS(2)
33      READ(IUIN4,100) (PROJ1(I,J,K),K=1,5)
34      1000 CONTINUE
35      DO 2000 I=1,NTYPS(1)
36      DO 2000 J=1,NTYPS(2)
37      DO 2000 K=1,5
38      PROJ2(I,J,K)=PROJ1(I,J,K)/(10.0*IPLACE)
39      2000 CONTINUE
40      DO 3000 I=1,NTYPS(1)
41      IOPTR6=I
42      IOPTR6=IOPTR6+PREF1*ITYPS1
43      WRITE(IU6,IOPTR6,2100,ERR=2500)
44      ((PROJ2(I,J,K),K=1,5),J=1,NTYPS(2))
45      2100 FORMAT(500(500F6.2))
46      GOTO 3000
47      2500 WRITE(6,2600) I
48      2600 FORMAT(30(1H*),5X,'PROJECT WRITE ERROR',5X,'INDEX= ',
49      & 15,5X,30(1H*))
50      STOP
51      3000 CONTINUE
52      STOP
53      END

```

Figure D-VII-5. Source Listing of the Program PROJGEN,
a Combat Module Preprocessor

- c. Input Files. Unit 15 - basedata

Unit 13 - projection/participation

- d. Runstream Input. String of six 1's separated by blanks.

e. Format of Sequential Projection/Participation Input File. Free field format--all inputs real. For each Side 1 type and Side 2 type:

- (1) The participation factor for the Side 1 type.
- (2) The participation factor for the Side 2 type.
- (3) The conflict duration in minutes.
- (4) The number of identical sites of which this battle is typical.
- (5) The number of conflicts/day.

f. Output File. Unit 25, direct access.

- (1) **Pointer to Record.** ID of Side 1 type.
- (2) **Record Format.** The five numbers described above, for each Side 2 type, in F6.2 format.



ANNEX VIII TO APPENDIX D

AFP ARTILLERY PREPROCESSOR

Section I. OVERVIEW

D-VIII-1. GENERAL. This annex describes the artillery preprocessor of the AFP Firepower and Counterfirepower Module. The main program of the AFP Combat Module decomposes battle into direct fire engagements between single opposing weapon types. Area weapons (including mortars, artillery, and rockets) may fire on the direct fire engagements. However, because the main program of the Combat Module does not include explicit information about the mix and distribution of weapons within indirect fire areas, a preprocessor sensitive to the geometry and contents of target complexes is applied to generate appropriately adjusted lethalties of indirect fire. The AFP Artillery Preprocessor accepts a variety of special input data and generates so-called "effective fractional damage (EFD)" data for shooter and target weapon pairings. With some important distinctions, an EFD is the artillery analogue of an SSPK for direct fire. The SSPK of a direct fire round is a probability that the round kills a single target. An SSPK must lie on the closed interval 0.0 to 1.0. Logic within the main program of the Combat Module treats SSPKs as probabilities. The EFD of an indirect fire round is the expected damage against possibly several targets of the same type within the lethal area of the round. In principle, an EFD may exceed 1.0; however, computed EFDs are usually much smaller than 1.0. A single indirect fire round may also kill targets of different types. Hence, a single artillery round may have nonzero EFDs against several target types. If there are N target types on the battlefield, a single shot may be characterized by an N-element vector. A single round SSPK vector may have only one nonzero element, and that element must be less than 1.0. A single round EFD vector may have N nonzero elements, and the elements may exceed 1.0. The elements of such an EFD vector clearly depend on characteristics of a round and on the geometry and contents of the target area. In these terms, the artillery preprocessor's purpose is to build EFD vectors.

D-VIII-2. INPUT

- a. Artillery preferences for target cluster types (including the type of round fired).
- b. Target cluster compositions.
- c. Target cluster locations.
- d. Artillery characteristics.
- e. Artillery target class composition.
- f. Range distribution of artillery.

D-VIII-3. OUTPUT. Expected fractional kills per round of AFP targets.

D-VIII-4. PROCESS. The artillery preprocessor models two range bands: near (corresponding to Combat Module bands 1-5) and deep (corresponding to Combat Module range band 6).

a. Compute the modified preference of each indirect fire shooter for each type of target cluster in each of the two range bands (based on the initial preference and the number of clusters of each type).

b. Compute the expected fractional kills (EFK) per round of each class of artillery target (troops, light vehicles, heavy armor, etc., seven classes in all) in each type of target cluster in each location (open, woods, or town), via the Super-Quickie II algorithm. In the case of troops, this computation also involves their posture (standing, prone, or in foxholes) in addition to the data required for the other target classes.

c. Weight the EFKs computed in step b by the fraction of clusters in each location and sum over locations to produce the EFK of each class of target in each type of target cluster.

d. For each shooter, calculate the expected fractional kills according to the formula:

$$efk(i,r) = \sum_{k=1}^n mp(k,r) * efk1(k,m) * den(i,k)/class(k,m)$$

where:

n = the number of target cluster types
 efk(i,r) = the expected fractional kills of AFP type i in artillery preprocessor range band r (near or deep)
 mp(k,r) = the modified preference of this shooter for target clusters of type k in range band r
 efk1(k,m) = the expected fractional kills of artillery target class m in target cluster type k
 m = the artillery target class of AFP type i (1 m 7)
 den(i,k) = the number of type i targets in target cluster type k
 class(k,m) = the number of targets of artillery target class m in target cluster type k

Section II. INPUT FILES

D-VIII-5. TYPEMAP FILE

a. File Name: Artillery target type-mapping

Unit number: 5

b. **Description:** This file maps AFP target numbers to artillery target classes. The first five lines are descriptive information disregarded by the processing program.

c. **Used by:** APIN1

d. **Description of Fields:**

Name	Position	Type	Description
SC	1	C	Target side, B or R
ID	2-3	I	AFP identification number
DESCR	10-19	C	Target description
IATCL	24	I	Artillery target class 0-7, with the following meaning: 0 = invulnerable to artillery 1 = troops 2 = light vehicles 3 = heavy armor 4 = light armor 5 = crew-served weapon 6 = light artillery 7 = heavy artillery

D-VIII-6. ARTYPREF FILE

a. **File Name:** Artillery preference file

Unit number: 5

b. **Description:** This file specifies the preference of each artillery shooter for each type of target cluster. It is not necessary that the file include data for every possible shooter (51-60); those not included will be presumed to be "dummies" and will produce no kills. The first five lines of the file are human-readable descriptive information disregarded by the processing program.

c. **Used by:** APIN1

d. **Description of Fields:**

Name	Position	Type	Description
SC	1	C	Shooter side, B or R
ID	2-3	I	Shooter identification number, 51-60
DESCR2	8-27	C	Shooter description
TSC	30	C	Target cluster side, B or R
ITCT	31-32	I	Target cluster identification number
P	39-43	R	Preference of this shooter for this type of target complex. The total preferences of a given shooter must sum to 1

Name	Position	Type	Description
IAM	45	I	Type of ammo to be fired by this shooter at this type of target cluster, 0-2 with the following meaning: 0 = ICM 1 = HE 2 = VT

D-VIII-7. ARTYDATA FILE

a. File Name: Artillery data file

Unit number: 5

b. Description: This file contains the technical characteristics of the artillery and ammunition. One chunk of data requires two lines in the file and corresponds to a specific combination of shooter, ammunition, class of target, and target location. For troop-class targets, their posture (standing, prone, or in foxholes) is also considered.

c. Used by: APIN2

d. Description of Fields:

Name	Position	Type	Description
(First of two lines)			
SC	1	C	Shooter side, B or R
ID	2-3	I	Shooter number, 51-60
WPNNAM	4-23	C	Shooter description
AMODES	24-33	C	Ammunition description
IATCL	34	I	Target class, 1-7
TGTDES	36-45	C	Target description. For troop-class targets, the 7th column of this field specifies their posture: S = standing P = prone F = foxhole
ILOCN	46	I	Target location: 1 = open 2 = woods 3 = town
AMOTYP	47	I	Ammunition type: 0 = ICM 1 = HE 2 = VT
NV	48-49	R	Number of volleys to be fired at the target
AL	50-54	R	Lethal area of a round (sq meters)

Name	Position	Type	Description
LV	55-59	R	Length of volley pattern (meters)
WV	60-64	R	Width of volley pattern (meters)
NR	65-67	R	Number of rounds per volley
RR	68-70	R	Round reliability
(Second of two lines)			
REPM	1-5	R	Mean point of impact range error probable (meters)
DEPM	6-10	R	Mean point of impact deflection error probable (meters)
CEPM	11-15	R	Mean point of impact circular error probable (meters)
TLE	16-20	R	Target location error (meters)
REPP	21-25	R	Precision range error probable (meters)
DEPP	25-30	R	Precision deflection error probable (meters)
CEPP	31-35	R	Precision circular error probable (meters)
K	36-38	R	Pattern adjustment factor
OMEGA	39-41	R	Angle of fall, for HE (degrees)
NS	42-44	R	Number of submunitions, for ICM
RS	45-47	R	Reliability of a submunition, for ICM
LSP	48-52	R	Single round submunition pattern length (meters) for ICM
WSP	53-57	R	Single round submunition pattern width (meters) for ICM
RSP	58-62	R	Single round submunition pattern radius (meters) for ICM

D-VIII-8. TGT DENSITY FILE

- a. **File Name:** Target density file **Unit number:** 5
- b. **Description:** This file contains the densities (inventories) of each of the AFP weapon types in each of the artillery target clusters.
- c. **Used by:** APIN1
- d. **Description of Fields:**

Name	Position	Type	Description
SC	1	C	The side of the target cluster, B or R (possibly blank, in which case the line contains only IT and DEN)
JTCT	2-3	I	The identification number of the target cluster

CAA-D-84-14

Name	Position	Type	Description
IT	19-20	I	The AFP identification number of the target weapon type
DEN	21-29	R	The density of the target weapon within the target cluster

D-VIII-9. RNGDIST FILE

a. File Name: Range distribution

Unit number: 5

b. Description: This file contains the distribution of each of the indirect fire shooters to the two range bands (near and deep) used by the artillery preprocessor. The first line of this file is descriptive information not processed by the program.

c. Used by: APIN1

d. Description of Fields:

Name	Position	Type	Description
SC	1	C	Shooter side, B or R
IS	2-3	I	Shooter identification number, 51-60
DIST(1)	10-13	R	Fraction of shooters assigned to band 1 (near)
DIST(2)	25-28	R	Fraction of shooters assigned to band 2 (deep)

(Fractions must sum to 1.0)

D-VIII-10. AFPINV FILE

a. File Name: AFP inventory file

Unit number: 5

b. Description: This file contains the number of each AFP type. The first nine lines of this file are descriptive information not processed by the program. The file also includes information about the types of weapons mounted on each firing platform, but this information is disregarded by the processing program. Only the lines which contain a nonblank character in column 1 are processed fully; these are the lines which contain the inventory data.

c. Used by: APIN1

d. Description of Fields:

Name	Position	Type	Description
SC	1	C	Side, B or R
ID	2-3	I	AFP identification number
DESCR	10-19	C	Description
INVTRY	26-35	I	Inventory (NOTE: Although this field is read with an I type format, blanks are treated as nulls, not zeros, contrary to the usual practice. Consequently, the number need not be right-justified in the field.)

D-VIII-11. TGTDATA FILE

a. File Name: Artillery target data file **Unit number:** 5

b. Description: This file describes the dimensions of artillery target clusters.

c. Used by: APIN1

d. Description of Fields:

Name	Position	Type	Description
SC	1	C	Target cluster side, B or R
ID	2-3	C	Target cluster identification number
DESCR2	5-24	C	Target cluster description
TL	25-30	R	Length of target cluster (meters)
TW	31-36	R	Width of target cluster (meters)

D-VIII-12. TGTLOC FILE

a. File Name: Target location file **Unit number:** 5

b. Description: This file specifies the fraction of target clusters of each type to be found in each of the three types of location: open, woods, and town. It also specifies the total number of clusters of each type. The first nine lines of the file are descriptive header information not processed by the program.

c. Used by: APIN1

d. Description of Fields:

Name	Position	Type	Description
SC	1	C	Target cluster side, B or R
ID	2-3	I	Target cluster identification number
DESCR	4-13	C	Target cluster description
FLOC(1)	23-26	R	Fraction located in open
FLOC(2)	29-33	R	Fraction located in woods
FLOC(3)	36-39	R	Fraction located in towns
IPOST	42	I	Posture of troops in each cluster: 1 = standing 2 = prone 3 = foxhole This field may be omitted if the cluster contains no troops
NCMLX(1)	47-53	R	Number of target clusters of this type in range band 1 (near)
NCMLX(2)	56-62	R	Number of target clusters of this type in range band 2 (deep)

Section III. PROGRAM ARRAYS AND VARIABLES**D-VIII-13. APDAT BLOCK**

- a. Block Name: APDAT
- b. Used by: APIN1, APIN2, APOUT, ARTPRE
- c. Block Description:

Name	Dimension	Type	Description
The following are input data:			
NTCT	2	I	Number of target cluster types, by side
ARTYCL	2,ITYPS	I	Artillery target class, by side and AFP weapon type number (0 if target is in- vulnerable to artillery)
NTYPS	2	I	Number of AFP weapon types, by side
POSTUR	2,MAXTCT	I	Posture of troops, by side and target cluster type (1 = standing, 2 = prone, 3 = foxhole)
IAMMO	2, LOARTY:HIARTY	I	Type of ammo to be fired, by shooter side and indirect fire weapon number
IOPT	MAXOPT	I	Run control options (currently only one: arty data print control)

PREF	2, LOARTY:HIARTY, MAXTCT	R	The raw (unmodified) target preference, by shooter side, shooter type, and target cluster type
TL	2,MAXTCT	R	Target cluster length (meters), by side and target cluster type
TW	2,MAXTCT	R	Target cluster width (meters), by side and target cluster type
FLOCN	2,MAXTCT, NLOCN	R	Fraction of target clusters in type of location, by side, target cluster type, and location type
NCMLX	2,MAXTCT, NRANGE	R	Density of target cluster type, by side, target cluster type, and range
CLWPN	2,MAXTCT,ITYPS	R	Composition of target cluster by AFP identification number
RNGDST	2, LOARTY:HIARTY, NRANGE	R	Distribution of shooters to range bands
WPID	2,ITYPS	C*10	Weapon identifier, by side and AFP weapon type number
CLSTID	2,MAXTCT	C*10	Target cluster identifier, by side and target cluster type

This is the end of the input data and the start of computed data:

EFK1	2, LOARTY:HIARTY, MAXTCT,NATCL	R	The expected fractional kill, by shooter side, shooter type, target cluster type, and artillery target class
MPREF	2, LOARTY:HIARTY MAXTCT	R	Modified target preference (taking density of target clusters into account) by shooter side, shooter type, and target cluster type
EFK3	2, LOARTY:HIARTY, ITYPS,NRANGE	R	Expected fractional kill, by shooter side, shooter type, AFP target type number, and range
TDEN	2,MAXTCT, NATCL	R	Target density, by side, target cluster type, and artillery target class

D-VIII-14. ERRDAT BLOCK

- a. **Block Name:** ERRDAT
- b. **Used by:** APIN1, APIN2, APOUT, ARTPRE, GETAGG, GNERR
- c. **Block Description:**

Name	Dimension	Type	Description
NERRS	----	I	Total number of errors detected
NERRSL	----	I	Total number of errors detected on the current input line

Section IV. PROGRAM ROUTINES

D-VIII-15. ARTPRE

- a. **Name:** ARTPRE **Type:** Main program
- b. **Purpose:** Controls the overall process of the artillery preprocessor.
- c. **Arguments:** None
- d. **Called by:** None
- e. **Calls:** APIN1, APIN2, APOUT, ZERO
- f. **Common Blocks Used:** APDAT, ERRDAT
- g. **Files Used:** Reads from unit 5.
- h. **Local Arrays:** None
- i. **Method:** First, read the run control option(s). Invoke APIN1 to read all of the input data except the artillery characteristics, i.e., the artillery target preferences, target cluster dimensions, target cluster locations, target inventories, artillery target class compositions, and artillery range distributions. Calculate the modified artillery target preferences, adjusting the original preferences to take the density of target clusters into account. Call APIN2 to read the artillery characteristic file and compute the initial expected fractional kills (EFKs) of artillery target classes in each target cluster type. Use the modified preferences and the target composition of each cluster to compute the EFK of each AFP type in each of the two range bands. Finally, if no errors have been detected, call APOUT to output the results.

D-VIII-16. APIN1

- a. **Name:** APIN1 **Type:** Subroutine
- b. **Purpose:** Read and validate first set of artillery preprocessor data (all data but the artillery tube data).
- c. **Arguments:** None
- d. **Called by:** ARTPRE
- e. **Calls:** FLUSH, GETAGG, GNERR, ICOLOR, IZERO, PRTBOX, RANGE, RANGEI, and ZERO
- f. **Common Blocks Used:** APDAT, ERRDAT

g. **Files Used:** Reads from unit 5.

h. **Local Arrays:**

Name	Dimension	Type	Description
COLOR1	2	C*1	B and R (color abbreviations)
ATCL	NATCL	C*7	Artillery target class names
CLOCN	NLOCN	C*5	Target cluster location names
XLOCN	NLOCN	R	Temporary storage for target cluster fractional locations
XNCMPL	NRANGE	R	Temporary storage for numbers of target clusters
XDIST	NRANGE	R	Temporary storage for range distribution

i. **Method:** APIN1 first reads the number of AFP weapon types and the number of target cluster types on each side. Next, APIN1 reads the artillery preprocessor input files (excluding the artillery tube data file) in the following order:

(1) The artillery target type-mapping file, which tells the artillery target class of each of the AFP target types.

(2) The artillery preference file, which contains the "raw" (or unmodified) preference of each type of indirect fire weapon for each type of target cluster and the type of ammo fired at the cluster.

(3) The target data file, which contains the dimensions of each target cluster type.

(4) The target density file which contains the densities of each of the AFP weapon types within each of the target clusters.

(5) The target location file, which specifies the fraction of each type of target cluster found in each type of location, the posture of the troops (if any) in each type of cluster, and the number of clusters of each type in each of the two range bands.

(6) The range distribution file which specifies the fraction of each type of indirect fire shooter allocated to each of the two range bands.

Each file is terminated by an end-of-file condition. All data is printed and validated, and any errors detected will result in error messages, but the routine will attempt to keep on processing even in the presence of errors.

D-VIII-17. APIN2

a. **Name:** APIN2

Type: Subroutine

b. **Purpose:** Read artillery tube data for the artillery preprocessor and calculate expected fractional kills.

- c. Arguments: None
- d. Called by: ARTPRE
- e. Calls: GNERR, ICOLOR, INDWPS, IZERO, LOOKUP, PRTBOX, RANGE, RANGEI, and ZERO
- f. Common Blocks Used: APDAT, ERRDAT
- g. Files Used: Reads from unit 5.
- h. Local Arrays:

Name	Dimension	Type	Description
CPOST	NPOST	C*1	One-letter posture abbreviations
COLOR1	2	C*1	R and B (color abbreviations)
IREC	2, LOARTY:HIARTY, O:MAXAMO, 2:NATCL,NLOCN	I	Used to detect missing or duplicate data for all target classes except personnel
IRECP	2, LOARTY:HIARTY, O:MAXAMO,NLOCN, NPOST	I	Used to detect missing or duplicate data for personnel kills

i. **Method:** Read and validate data from the artillery tube data file. Data from this file may or may not be listed, depending on a run option, IOPT(1). Setting IOPT(1) equal to 0 will suppress the listing of tube data, including the lethal area data, which is classified. This routine reads two records at a time (one set of data requires two input records), validates the data, and checks for a possible duplication of previous data. Records are considered to be duplicate if they refer to the same combination of shooting side, shooter, ammo type, artillery target class, and type of location. For personnel targets, their posture must match as well. If all is well, APIN2 next checks to see if the data is needed to compute EFKs within any of the target clusters. The data is relevant only if it matches the type of ammo shot at that type of cluster, and the cluster includes targets of the artillery target class specified by the tube data. For personnel targets, their posture within the cluster must also match the posture specified by the tube data. If the data is relevant according to these criteria, INDWPS is called to compute the basic EFK against the specified class of targets in the specified cluster. APIN2 weights the basic EFK figure by the fraction of clusters in the specified location and sums the result into the EFK1 array, which is used to accumulate the total EFK for that combination of cluster and target class. This cycle is repeated for each pair of input records until the end of file is encountered. When all the records have been processed, APIN2 checks to see that all the data needed was included in the input, i.e., records were found which matched each required combination of shooting side, shooter, ammo type, artillery target class, and location (and posture as well, for personnel). Any missing data will result in an error message.

D-VIII-18. APOUT

- a. **Name:** APOUT **Type:** Subroutine
- b. **Purpose:** Output the results of the artillery preprocessor.
- c. **Arguments:** None
- d. **Called by:** ARTPRE
- e. **Calls:** NZRNDX, PRTBOX, PRTMR1, RIGHTJ
- f. **Common Blocks Used:** APDAT, ERRDAT
- g. **Files Used:** Input - none; Output - 7
- h. **Local Arrays:**

Name	Dimension	Type	Description
ATCL	NATCL	C*7	Artillery target class names
COLOR1	2	C*1	B and R (color abbreviations)
ROWIND	2,IEXT	I	Indexes of nonzero matrix rows
CLUSX	2,MAXTCT	I	Indexes of nonzero matrix columns (for cluster types)
WPNX	2,ITYPS	I	Indexes of nonzero matrix columns (for AFP weapon types)
ROWLB1	2,IEXT	C*5	First set of row labels for matrices
CLUSL1	2,MAXTCT	C*5	First set of column labels (for cluster types)
WPNL1	2,MAXTCT	C*5	First set of column labels (for AFP weapon types)
ROWLB2	2,IEXT	C*10	Second set of row labels for matrices
CLUSL2	2,MAXTCT	C*10	Second set of column labels (for cluster types)
WPNL2	2,MAXTCT	C*10	Second set of column labels (for AFP weapon types)
NROWS	2	I	Counts entries used in ROWIND
NCLUSX	2	I	Counts entries used in CLUSX
NWPNX	2	I	Counts entries used in WPNX
INR	IRANGE	I	Maps Combat Module range bands to artillery preprocessor range bands

i. **Method:** APOUT first prints, in columnar form, the nonzero EFKs for each combination of target cluster type and artillery target class. Next, the routine sets up row and column labels for matrices containing the remaining data to be printed: modified preferences for target clusters and EFKs of AFP target types. For each of these two matrices and each of the two preprocessor range bands, APOUT first calls NZRNDX to set up lists of nonzero rows and columns, then calls PRTMR1 to print the matrix, complete with row and column labels and suppression of all-zero rows or columns.

Finally, the routine writes the EFKs of AFP target types to file 7 in a form suitable for inclusion in the AFP Combat Module base data file. Combat Module EFKs for range bands 1 through 5 correspond to the artillery preprocessor EFK for the near range band; those for range band 6, to the far range band.

D-VIII-19. RANGE

a. **Name:** RANGE **Type:** Real function

b. **Purpose:** Check a real number for being in range.

c. **Arguments:**

Name	Dimension	Type	Use	Description
ITEM	----	C*(*)	I	Name of the item being tested
XLO	----	R	I	Lower bound
X	----	R	I	The number being tested
XHI	----	R	I	Upper bound

d. **Returns:** X, if X is within range; XLO if X is less than XLO; or XHI if X is greater than XHI.

e. **Called by:** APIN1, APIN2, GETAGG

f. **Calls:** GNERR

g. **Common Blocks Used:** None

h. **Files Used:** None

i. **Local Arrays:** None

j. **Method:** Test to see if XLO ≤ X ≤ XHI. If not, construct an error message saying "(name) SHOULD BE IN THE RANGE (lower) to (higher)" and call GNERR to issue the error message.

D-VIII-20. RANGEI

a. **Name:** RANGEI **Type:** Integer function

b. **Purpose:** Check an integer for being in range.

c. **Arguments:**

Name	Dimension	Type	Use	Description
ITEM	----	C*(*)	I	Name of the item being tested
IXLO	----	I	I	Lower bound
IX	----	I	I	The number being tested
IXHI	----	R	I	Upper bound

d. **Returns:** IX, if IX is within range; IXLO if IX is less than IXLO; or IXHI if IX is greater than IXHI.

e. **Called by:** APIN1, APIN2, GETAGG

f. **Calls:** GNERR

g. **Common Blocks Used:** None

h. **Files Used:** None

i. **Local Arrays:** None

j. **Method:** Test to see if IXLO IX IXHI. If not, construct an error message saying "(name) SHOULD BE IN THE RANGE (lower) to (higher)" and call GNERR to issue the error message.

D-VIII-21. GNERR

a. **Name:** GNERR

Type: Subroutine

b. **Purpose:** Issue an error message related to input data.

c. **Arguments:**

Name	Dimension	Type	Use	Description
ITEM	----	C*(*)	I	Name of the item in error (or blank, if the message does not refer to a specific item)
MSG	----	C*(*)	I	The error message

d. **Called by:** APIN1, APIN2, ICOLOR, RANGE, RANGEI

e. **Calls:** None

f. **Common Blocks Used:** ERRDAT

g. **Files Used:** None

h. **Local Arrays:** None

i. **Method:** Print the name of the item in error and the associated message. Increment variables NERRS (the total number of errors detected thus far) and NERRSL (the number of errors on the current input line) in common block ERRDAT. If NERRS exceeds 30, issue a final error message and stop.

D-VIII-22. FLUSH

a. **Name:** FLUSH **Type:** Subroutine

b. **Purpose:** Flush a specified number of input records.

c. **Arguments:**

Name	Dimension	Type	Use	Description
IUNIT	----	I	I	FORTTRAN unit number of the file
N	----	I	I	Number of records to flush

d. **Called by:** APIN1

e. **Calls:** None

f. **Common Blocks Used:** None

g. **Files Used:** INPUT - IUNIT (above)

h. **Local Arrays:** None

i. **Method:** Read the specified number of records from the specified file, or up to the end of the file, whichever occurs first.

D-VIII-23. INDWPS

a. **Name:** INDWPS **Type:** Subroutine

b. **Purpose:** Compute expected fractional kill of targets by artillery.

c. **Arguments:**

Name	Dimension	Type	Use	Description
AMOTYP	----	I	I	Ammo type: 0 if ICM, HE otherwise
AL	----	R	I	Lethal area of a round (sq meters)
CEPM	----	R	I	Mean point of impact circular error probable (meters)
DEPM	----	R	I	Mean point of impact deflection error probable (meters)
REPM	----	R	I	Mean point of impact range error probable (meters)
CEPP	----	R	I	Precision circular error probable (meters)
DEPP	----	R	I	Precision deflection error probable (meters)
REPP	----	R	I	Precision range error probable (meters)
K	----	R	I	Pattern adjustment factor (no units)

Name	Dimension	Type	Use	Description
LT	----	R	I	Length of target area (meters)
RT	----	R	I	Radius of target area (meters)
WT	----	R	I	Width of target area (meters)
LV	----	R	I	Length of volley pattern (meters)
WV	----	R	I	Width of volley pattern (meters)
LSP	----	R	I	Single round submunition pattern length for ICM (meters)
RSP	----	R	I	Single round submunition pattern radius for ICM (meters)
WSP	----	R	I	Single round submunition pattern width for ICM (meters)
NR	----	R	I	Number of rounds in each volley (no units)
NS	----	R	I	Number of submunitions in each round for ICM (no units)
NV	----	R	I	Number of volleys (no units)
RR	----	R	I	Reliability of a round (no units)
RS	----	R	I	Reliability of a submunition for ICM (no units)
TD	----	R	I	Target density
TLE	----	R	I	Target location error in circular error probable (meters)
OMEGA	----	R	I	Angle of fall for HE (degrees)
EFK	----	R	0	Expected fractional kill
FD	----	R	0	Fractional damage

d. Called by: APIN2

e. Calls: None

f. Common Blocks Used: None

g. Files Used: None

h. Local Arrays: None

i. Method: This subroutine implements the Super-Quickie II algorithm as described in the publication "Programmable Calculator (TI-58 or TI-59) Manual for Evaluating Effectiveness of Nonnuclear Surface-to-Surface Indirect-Fire Weapons Against Area Targets," dated 2 June 1981, by Lonnie R. Minton, US Army Field Artillery School. Note that the TI-59 program and the flowchart given in that publication differ. This subroutine agrees with the flowchart.

D-VIII-24. PRTBOX

a. Name: PRTBOX

Type: Subroutine

b. Purpose: Print a character string, framed by a box of asterisks.

c. Arguments:

Name	Dimension	Type	Use	Description
ICNTRL	----	I	I	Print control digit (0 or 1)
S	----	C*(*)	I	The character string to print

d. Called by: APIN1, APIN2, APOUT**e. Calls:** None**f. Common Blocks Used:** None**g. Files Used:** None**h. Local Arrays:** None**i. Method:** Using the supplied ICNTRL for carriage control on the first line, print the character string framed in a box

```

*****
*           *
* LIKE THIS *
*           *
*****

```

D-VIII-25. NZRNDX**a. Name:** NZRNDX**Type:** Subroutine**b. Purpose:** Form lists of indexes of nonzero rows and columns in a matrix.**c. Arguments:**

Name	Dimension	Type	Use	Description
MAT	2,ROWDIM, COLDIM	I	I	The matrix to be scanned
ROWDIM	----	I	I	The row dimension of MAT
COLDIM	----	I	I	The column dimension of MAT
ROWIND	2,ROWDIM	I	0	Lists of indexes of nonzero rows
COLIND	2,COLDIM	I	0	Lists of indexes of nonzero columns
NROWS	2	I	0	Sizes of lists of row indexes
NCOLS	2	I	0	Sizes of lists of column indexes

d. Called by: APOUT**e. Calls:** None

f. Common Blocks Used: None

g. Files Used: None

h. Local Arrays: None

i. Method: The first index of MAT typically represents a side (Blue or Red). For a fixed side, say S, consider the slice of MAT consisting of MAT(S,i,j), with i and j varying. NROWS(S) is set equal to the number of nonzero rows in this slice. (A row is nonzero if it contains at least one nonzero entry.) ROWIND(S,1) through ROWIND(S,NROWS(S)) contain the indexes of the nonzero rows. Similarly, NCOLS(S) is set to the number of nonzero columns in the slice, and COLIND(S,1) through COLIND(S,NCOLS(S)) contain the indexes of the nonzero columns in the slice.

D-VIII-26. PRTMR1

a. Name: PRTMR1

Type: Subroutine

b. Purpose: Print a matrix.

c. Arguments:

Name	Dimension	Type	Use	Description
TITLE	----	C*(*)	I	A title to be printed above the matrix
MAT	2,NDIM1, NDIM2	I	I	The matrix to be printed
NDIM1	----	I	I	The second dimension of MAT
NDIM2	----	I	I	The third dimension of MAT
ROWIND	2,NDIM1	I	I	Lists of indexes of rows to be printed
COLIND	2,NDIM2	I	I	Lists of indexes of columns to be printed
NROWS	2	I	I	Sizes of lists in ROWIND
NCOLS	2	I	I	Sizes of lists in COLIND
ROWLB1	2,NDIM1	C*5	I	First set of row labels
ROWLB2	2,NDIM1	C*10	I	Second set of row labels
COLLB1	2,NDIM2	C*5	I	First set of column labels
COLLB2	2,NDIM2	C*10	I	Second set of column labels

d. Called by: APOUT

e. Calls: None

f. Common Blocks Used: None

g. Files Used: None

h. Local Arrays:

Name	Dimension	Type	Description
CELL	10	C*10	Used to hold contents of one line of print

i. Method: Consider MAT as consisting of two slices, MAT(1,*,*) and MAT(2,*,*). Each slice is considered to be a two-dimensional array and is printed separately. For the slice with first dimension S, i.e., MAT(S,*,*), only the rows listed in ROWIND(S,*) and the columns listed in COLIND(S,*) will be printed. Typically, these are the nonzero rows and columns listed by calling NZRNDX before calling PRTMR1. Ten columns per line are printed, framed by the row and column labels (both sets), and zero entries are printed as '.' rather than '0' to increase the readability of the printout. This is accomplished by setting up the contents of each line in the character array CELL before printing, with each cell containing one number in character form if nonzero or '.' if zero.

D-VIII-27. RIGHTJ

- a. Name:** RIGHTJ **Type:** Subroutine
- b. Purpose:** Right justify a character string.
- c. Arguments:**

Name	Dimension	Type	Use	Description
S1	----	C*(*)	I	The input character string
S2	----	C*(*)	I	The output character string

- d. Called by:** APOUT
- e. Calls:** None
- f. Common Blocks Used:** None
- g. Files Used:** None
- h. Local Arrays:** None

i. Method: Move S1 to S2, right-justified within S2 and padded on the left with blanks, if necessary.

D-VIII-28. ZERO

- a. Name:** ZERO **Type:** Subroutine
- b. Purpose:** Set all the elements of a real matrix to 0.

c. Arguments:

Name	Dimension	Type	Use	Description
A	N	R	0	The matrix to be zeroed
N	----	I	I	The dimension of A

d. Called by: APIN1, APIN2, ARTPRE

e. Calls: None

f. Common Blocks Used: None

g. Files Used: None

h. Local Arrays: None

i. **Method:** Set A(1) through A(N) equal to 0. This routine can also be used to zero a multidimensional matrix A by passing N as the product of the dimensions of A. This is a little tricky and doubtless reprehensible, but extremely convenient.

D-VIII-29. IZERO

a. Name: IZERO

Type: Subroutine

b. Purpose: Set all the elements of an integer matrix to 0.

c. Arguments:

Name	Dimension	Type	Use	Description
IA	N	I	0	The matrix to be zeroed
N	----	I	I	The dimension of IA

d. Called by: APIN1, APIN2

e. Calls: None

f. Common Blocks Used: None

g. Files Used: None

h. Local Arrays: None

i. **Method:** Set IA(1) through IA(N) equal to 0. This routine can also be used to zero a multidimensional matrix IA by passing N as the product of the dimensions of IA. This is a little tricky and doubtless reprehensible, but extremely convenient.

D-VIII-30. ICOLOR

a. **Name:** ICOLOR **Type:** Subroutine

b. **Purpose:** Convert a color (B or R) to a side index (1 or 2).

c. **Arguments:**

Name	Dimension	Type	Use	Description
ID	----	C*(*)	I	Identifier to be used for any error message
CH	----	C*1	I	Color

d. **Returns:** 1 if B, 2 if R, 1 otherwise.

e. **Called by:** APIN1, APIN2

f. **Calls:** GNERR

g. **Common Blocks Used:** None

h. **Files Used:** None

i. **Local Arrays:** None

j. **Method:** Set ICOLOR accordingly if CH is B or R. If CH is neither B nor R, force ICOLOR to 1 and issue an error message via GNERR.

D-VIII-31. LOOKUP

a. **Name:** LOOKUP **Type:** Integer function

b. **Purpose:** Look up a character string in a table.

c. **Arguments:**

Name	Dimension	Type	Use	Description
S	----	C*(*)	I	The character string to be look up
STAB	(*)	C*(*)	I	The table to be searched
N	----	I	I	The number of entries to be searched

d. **Called by:** APIN2

e. **Calls:** None

f. **Common Blocks Used:** None

g. **Files Used:** None

h. Local Arrays: None

i. Method: Search STAB(1) to STAB(N) for a match to S. The value of the function returned is the index of the first match or, if no match is found, 0.

D-VIII-32. GETAGG

a. Name: GETAGG

Type: Subroutine

b. Purpose: Get weapon types to be aggregated.

c. Arguments:

Name	Dimension	Type	Use	Description
AGGFAC	----	R	0	The aggregation factor
ISAGG	----	L	0	ISAGG(i,j) is .true. if weapon type j on side i is aggregated, .false. otherwise

d. Called by: APIN1

e. Calls: RANGE, RANGEI

f. Common Blocks Used: ERRDAT

g. Files Used: Reads from unit 5.

h. Local Arrays:

Name	Dimension	Type	Description
NGRPS	2	I	The number of aggregated types, by side
NAGG	2,ITYPS	I	List of aggregated types on each side
COLOR	2	C*4	Blue and Red

i. Method: Read data specifying the aggregated types, validate the data, and construct the logical array ISAGG accordingly. Any errors detected will result in execution of a STOP instruction. The data is read with free-format reads, in the following sequence:

(1) Aggregation factor, number of aggregated types on the Blue side, and number of aggregated types on the Red side.

(2) List of Blue aggregated types.

(3) List of Red aggregated types.

All data read is printed out for perusal by the user.

Section V. ADVICE ON ARTILLERY SETUP

D-VIII-33. BACKGROUND. The AFP scheme for decomposing the battlefield into direct fire duels between pure weapon types, subject to incoming indirect fire, requires special treatment of indirect fire weapons. Indirect fire weapons must be able to fire at direct fire weapons and at one another. AFP development took the unusual step of making the counterbattery role a variation of direct fire. Counterbattery weapons can kill one another but nothing else. In early AFP application, some weapon types were assigned almost entirely to the counterbattery role, thereby, precluding them from killing other types of targets. Weapons not assigned to the counterbattery role were available for indirect fire upon the direct fire duels (including the counterbattery versions of direct fire). Indirect firers kill any targets upon which they fire, but the indirect firers cannot be killed by any weapon. In that early AFP production, mortars, artillery, and rockets killed and lost relatively little. Review of input, logic, and output led to the conclusion that the AFP battlefield decomposition scheme had been carried too far in several respects.

- a. The treatment of counterbattery fire had prevented kills of collateral targets.
- b. The treatment of noncounterbattery fire had been based on underestimation of the presence of mortars, artillery, and rocket launchers in general target complexes.
- c. Overall, too little fire was falling on too few targets with too little effect.

D-VIII-34. REMEDY. System tests showed that mortar, artillery, and rocket could be better approximated simply by a revised approach to input data setup.

a. Increase Firing

- (1) **Change:** Set Additional file entries to be 1.0 for all weapons.

(2) **Rationale:** The value in the Additional file reflects the percentage of "indirect fire" that a weapon system will use as opposed to "counterbattery fire." In AFP, "counterbattery fire" is reflected by direct fire engagements between indirect weapon systems. This does not reflect the total killing power of the artillery/mortars because one does not normally shoot at just the indirect fire weapon system but other vehicles and personnel as well. When the Additional value is set at 1.0, all firing will be in the "indirect fire" mode where firing is done against target clusters (area targets). When one round is fired at a "cluster," it may kill anything in the cluster as set up in the target cluster description file. This more accurately reflects the counterbattery/countermortar effects. The percent of counterbattery fire can be portrayed

by giving a weapon system a preference against an artillery cluster. This new portrayal also eliminates many confusing cross-checks that needed to be conducted.

(3) **Previously:** Because 8" and MLRS had high "counterbattery" preferences (40 percent and 90 percent respectively), they were not getting the correct number of kills. Note: With this new change, no allocations will show up for the indirect fire weapon systems, but one must ensure allocations are made between deep generic targets (BTRP and RTRP Deep, LARM, HARM, etc.) so that engagements occur.

b. Enrich Target Clusters

(1) **Change:** Add generic targets for the close range bands.

(2) **Rationale:** Target clusters that are fired on in the near range bands do not include all targets that may be killed by indirect fire. By having generic targets such as BTRP near, LVEH near, etc., this problem should be corrected.

(3) **Previously:** Only direct fire weapon systems were clustered.

c. Attack Air Defense Weapons

(1) **Change:** Increase preference of artillery for Enemy Air Defense.

(2) **Rationale:** Doctrinally, 8" and MLRS should have a substantial portion of their fires directed for anti-ADA missions. This may simultaneously increase their CIP since ADA systems have a higher target value if they can be killed.

(3) **Previously:** MICA I had zero preference for ADA targets.



APPENDIX E**THE AFP COMBAT SUPPORT/COMBAT SERVICE SUPPORT MODULE
AND ITS PREPROCESSORS**

E-1. OVERVIEW. The Combat Support/Combat Service Support (CS/CSS) modulation process is designed to provide adjustments to the AFP Combat Module results to account for the impacts of eight CS/CSS functions. The Combat Module produces estimates of the kills and losses achieved and suffered by each opposing side. Those kills and losses are recorded for each type weapon versus each type opposing weapon. The Combat Module represents combat at so-called normed levels of CS/CSS support. A normed level of support corresponds most closely to standard doctrine with its implied requirements. For many reasons one or both sides may be unable to conduct combat operations at normed levels. These reasons range from deliberate decisions to provide more or less than doctrinal levels, through temporary imbalances associated with modernization and reorganization time leads and lags, to outright interference by an opponent's equipment and actions.

a. Detailed examples with sample data requirements and record formats are presented in Annex I to this appendix.

b. The relation of the AFP CS/CSS processes to the AFP System in general is portrayed in Figure E-1; the CS/CSS processes are highlighted by being enclosed within a heavy line.

c. Essentially there are two AFP CS/CSS Preprocessors depicted in Figure E-1. The first is called the Search Preprocessor; its function is to extract data from selected inventory files based on two keys--unit identification (TPSNA) and fiscal year--and to develop pertinent equipment and manpower performance factors. The second processor is the Main AFP CS/CSS Preprocessor and is described further in the succeeding paragraphs.

d. The AFP approach to CS/CSS was developed in accordance with the following guidelines.

(1) Combat Support

(a) Support potential must reflect any disparity of forces--should be based on comparisons between US and its adversaries.

(b) Combat support units must be employed in their normal roles.

(c) Combat support factors must incorporate combat support equipment characteristics.

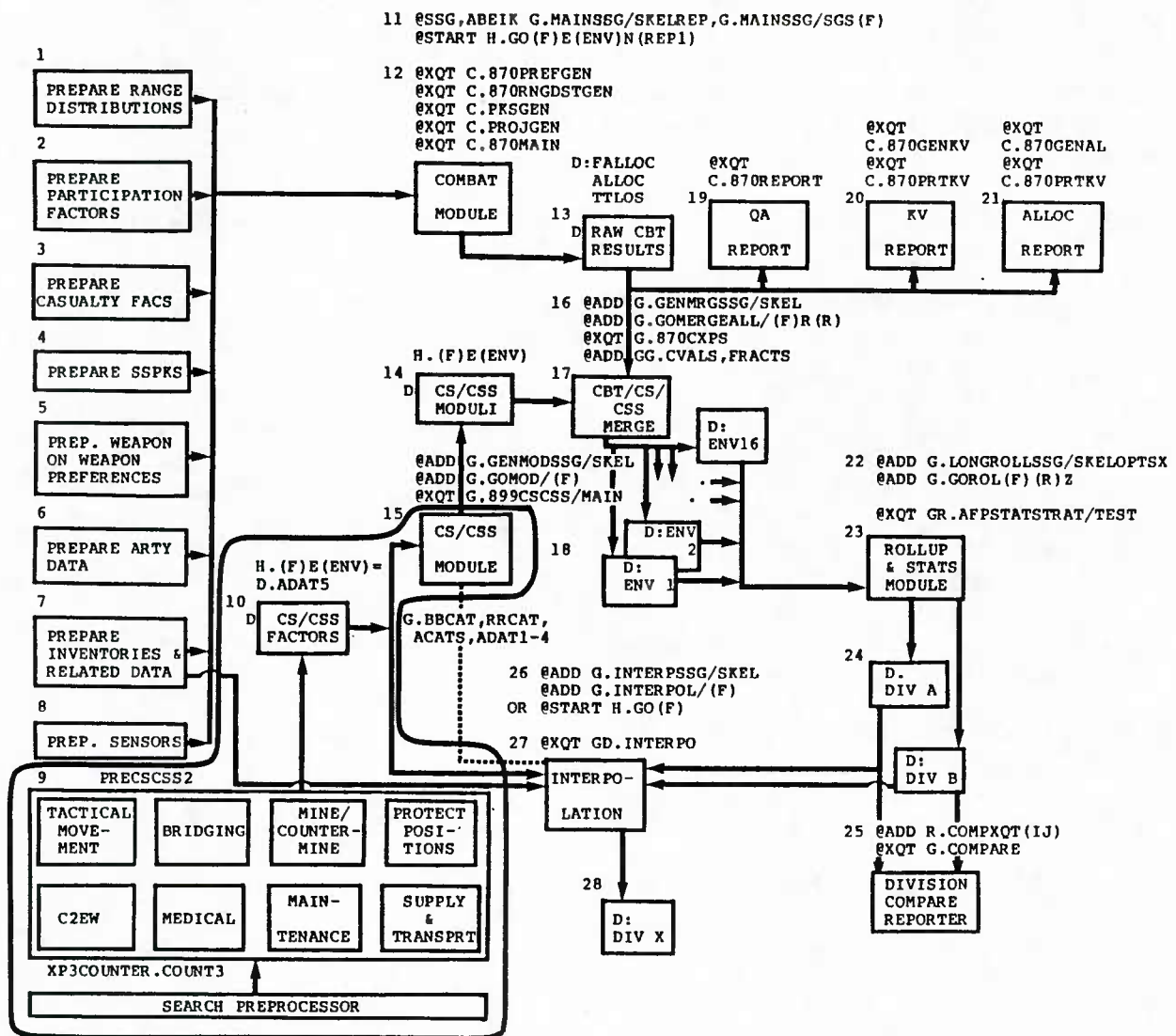


Figure E-1. The Relation of the AFP CS/CSS Preprocessors and Module to the Analysis of Force Potential (AFP) System in General

(2) Combat Service Support

(a) Emphasis must be on division level support--DISCOM or equivalent.

(b) Support factors must be relative to intense combat that stresses the support system and its surge capabilities.

(c) Combat service support factors must incorporate CSS equipment characteristics.

E-2. FUNCTIONAL DEFINITIONS. In general, a CS/CSS function may be represented by a measure and a countermeasure for both Blue and Red sides. For example, mine laying and mine clearing are a natural measure/countermeasure pair. Some functions possess measures without corresponding countermeasures. For example, maintenance is represented by a measure for each side but is not regarded as requiring or permitting a direct countermeasure. The eight CS/CSS functions represented within the AFP CS/CSS Module are defined as follows. (The current AFP system preserves space for a ninth, unused CS/CSS function.)

a. Tactical Mobility

(1) **Measure.** The measure is a weighted average (weighted with respect to inventory and to on-road or off-road travel) of the speeds of a side's ground combat systems relative to the average weighted speed of the base case ground combat systems. Similarly there is a relative weighted measure for air combat systems.

(2) **Countermeasure.** The countermeasure for a side is its divisional engineer capability to create obstacles (not including minefields) relative to the enemy capability to clear obstacles (a planning or doctrinal standard); e.g., the Blue standard was extracted from the Combat to Support Balance Study (CSBS).

b. Bridging

(1) **Measure.** The computation of the bridging measure is based on the force's inventory of bridges, rafts, and vehicles, and on a stylized series of gaps of specified widths which the force must cross. Three factors are considered in the computation: the fraction of the series of gaps which can be bridged; the fraction of the vehicles in the force which can cross each gap, based on their load classes; and the time required for those vehicles to cross the gaps, including the time to assemble and disassemble the bridges and rafts used.

(2) **Countermeasure.** No bridging countermeasures are represented within AFP.

c. Mine/Countermine

(1) **Measure.** The measure for a side is its divisional engineer capability to create minefields relative to enemy capability to clear mines.

(2) **Countermeasure.** A side's countermeasure is the clearing rate achievable with divisional assets relative to the opponent's mine laying rate. Consideration is given to doctrinal breaching approaches; i.e., complete breaching success may be achieved "in lanes" without clearing an entire minefield.

d. Protective Positions

(1) **Measure.** A side's measure is the ratio of its ability to construct protective positions for combat systems within five hours to the number of positions required.

(2) **Countermeasure.** Countermeasures are not represented within AFP.

e. C2EW

(1) Essentially a side's C2EW measure and its opposing countermeasure are combined because the measure for a side is computed using related countermeasure data; i.e., a side's command and control performance is degraded by opposing electronic jammers. The measure for a side is 1.0 minus the fractional reduction in combat effectiveness attributable to diminished effectiveness of command and control caused by active jamming. Three TRADOC Systems Analysis Activity (TRASANA) studies provided the rationale to relate a side's combat effectiveness and the performance of command and control equipment such as multichannel radio relay equipment, VHF and HF radios. Both sides are assumed to have deployed their assets in doctrinal fashion. Consideration is given to radio/radar and jammer equipment densities, frequency bands, and effectiveness.

f. Medical. The measure for a side is 1.0 less the fractional reduction of divisional strength attributable to shortfall in the capacity of the divisional medical battalion. Higher echelon medical facilities are assumed to perform at their designed capacities. The generation of casualties is assumed to occur at intense combat levels. (No countermeasure is represented.)

g. Maintenance. The measure for a side is 1.0 less the fractional reduction in divisional equipment availability attributable to manhour shortfalls in divisional maintenance battalion teams and shops. (No countermeasure is represented.)

h. Supply and Transportation. The measure for a side is 1.0 less any fractional shortfall in the divisional supply and transportation battalions' capability to lift daily supply requirements. Higher echelon supply and transportation units are assumed to perform at their designed levels. (No countermeasure is represented.)

E-3. CS/CSS Symbols. As appropriate to the Ith function, measures and countermeasures are developed and assigned in accordance with the following AFP symbolism:

- a. U(I) Blue countermeasure.
- b. V(I) Blue measure.
- c. S(I) Red countermeasure.
- d. T(I) Red measure.

E-4. ORGANIZATION OF APPENDIX. The development of measures and countermeasures, as and if appropriate to each CS/CSS function, is described in Annex I to Appendix E. There the Main CS/CSS and Search preprocessor programs are described. The current AFP Combat Module may represent type-on-type engagements between weapons of up to 60 types on each side. Whether or not CS/CSS measures and countermeasures apply to specific type-on-type engagements is determined from sets of tables. The tables serve as screens by weapon type, weapon category, function, measure/countermeasure, and combat environment. If a type-on-type engagement "passes" all the screens, the corresponding U, V, S, or T value is applied. And depending on combat environment, a weight is applied to each function in rolling up all functions. All these steps are performed in the AFP CS/CSS Module proper. That module outputs the rolled-up, weighted values across all CS/CSS functions as the so-called CS/CSS "moduli." The CS/CSS Module proper is described in Annex II to Appendix E.



ANNEX I TO APPENDIX E

THE AFP COMBAT SUPPORT/COMBAT SERVICE SUPPORT (CS/CSS) SEARCH AND
MAIN PREPROCESSORS FOR DETERMINING MEASURES AND COUNTERMEASURES
BY CS/CSS FUNCTION

Section I. OVERVIEW

E-I-1. This annex describes the development of Blue and Red measures and countermeasures for each of the eight active CS/CSS functions. (AFP structure reserves space for a ninth CS/CSS function, but that space is not currently used.) The product of the Main Preprocessor is a small file containing $2 \text{ (sides)} \times 2 \text{ (measure and countermeasure)} \times 8 \text{ (functions)} = 32$ significant numerical values. (The file also contains four 1.0-values for the unused function.) That file is one of the principal inputs to the CS/CSS Module proper which "rolls up" the values in accord with a complex of switches and weights; this process constructs Blue and Red CS/CSS modules for each possible pairing of Blue and Red weapon types. The CS/CSS Module proper is described in Annex II to Appendix E.

E-I-2. It is important to note that anything and everything about CS/CSS equipment and manpower characteristics, requirements, and capabilities relative to a specific combat environment is compressed into the 32-value file generated by the CS/CSS Main Preprocessor. And because, by definition, some of those values are always 1.0, the range of CS/CSS variability must be expressed in fewer than 32 numerical values.

E-I-3. Toward accomplishment of the generation of CS/CSS factors, the two AFP CS/CSS preprocessors are designed to:

a. Read all necessary input data from a single automatically prepared file* comprised of data which represent both authorizations and on-hand strengths of personnel and equipment.

*This file is prepared from an interactive program called the Search Preprocessor; this program requires the user to identify the organizations (by TPSNA) and years to be analyzed by AFP. Two files will be used by the Search Preprocessor to develop the input data for the CS/CSS Main Preprocessor:

(1) An MOS file depicting the on-hand and authorized strengths for several maintenance related specialties.

(2) An item inventory file of US equipment (weapon system) quantities by fiscal year.

b. Perform a variety of arithmetic and logical operations for each CS/CSS function.

c. Generate a single file containing Blue and Red factors for measures and countermeasures (some of which may be identically 1.0) for each CS/CSS function.

E-I-4. The relation of the AFP CS/CSS Preprocessor to the AFP System in general is shown in Figure E-I-1.

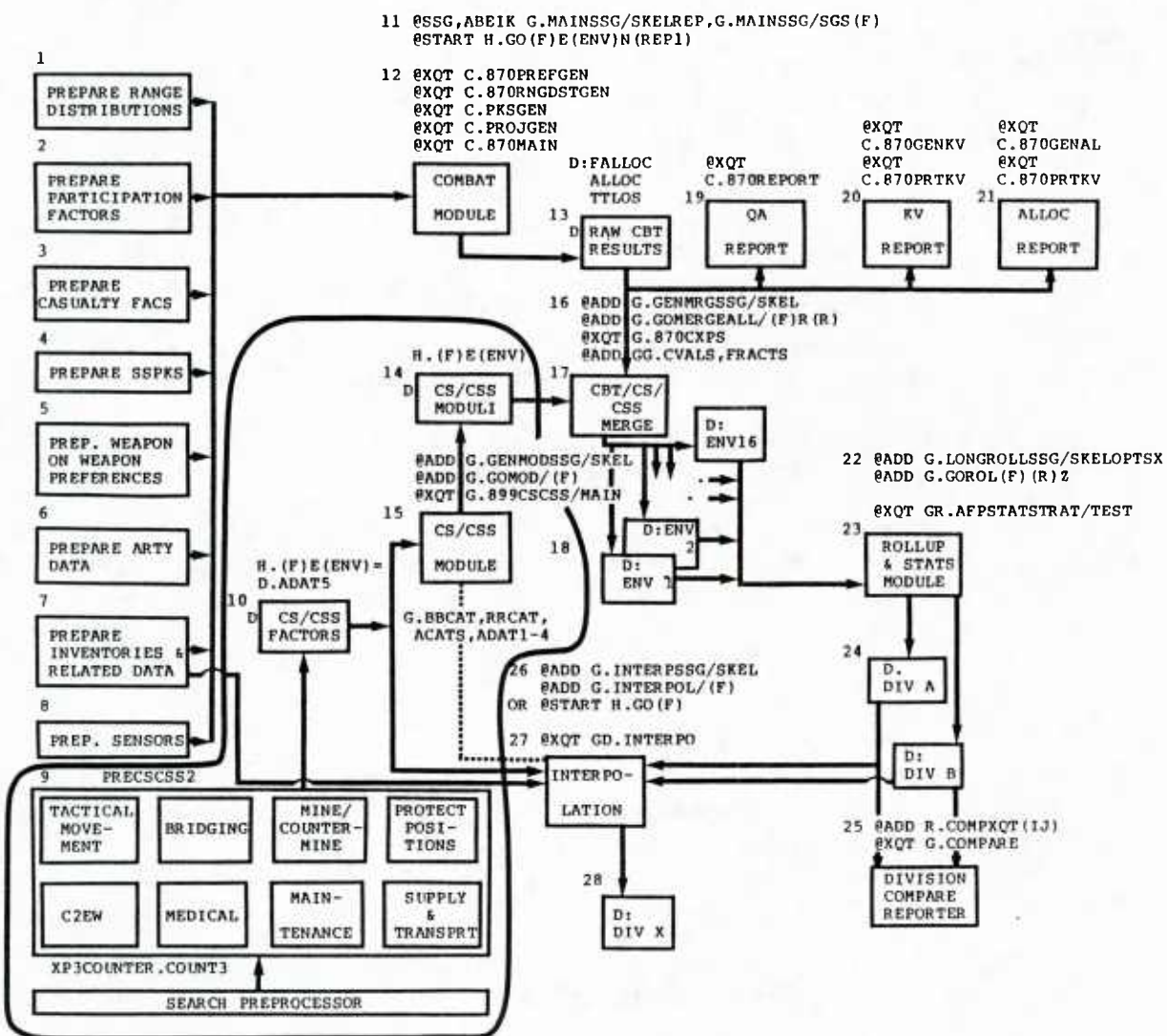


Figure E-I-1. Relation of the AFP Combat Support/Combat Service Support Preprocessors to the AFP System in General

Section II. INPUT

E-I-5. The following paragraphs describe the input to the AFP CS/CSS Pre-processor; note that all input data are read by FORTRAN free-format read statements:

a. Tactical Mobility. Table E-I-1 describes the tactical mobility input. Figure E-I-2 displays sample input records for generating tactical mobility factors.

Table E-I-1. Tactical Mobility Input
(page 1 of 3 pages)

Field	Variable	Data description
(1st record)		
1	JUMP	Switch for whether to use given values in record or compute values from following input where: T = use, F = read data and compute
2	FACT(1,1)	Value of Blue countermeasure, U(1)
3	FACT(1,2)	Value of Blue measure, V(1)
(if JUMP = .FALSE., next record, else GOTO next record **)		
(next record)		
1	SPDX(1)	Blue ground vehicles average speed (kph)
2	SPDX(2)	Blue aircraft average speed (kph)
3	SPDWT(2)	Ratio of average speed (two base case years) of Blue aircraft to Blue ground vehicles
(next record)		
1	NVEH	Number of Blue vehicle or Blue aircraft types
(next NVEH records)		

Table E-I-1. Tactical Mobility Input
(page 2 of 3 pages)

Field	Variable	Data description
1	DENSTY()	Population of Blue vehicles/aircraft; subscript 1 = ground, 2 = air
2	SPEED()	Rate of movement (kph) of Blue vehicle/aircraft types; subscript 1 = ground, 2 = air
(next record)		
1	REQEHO	Blue obstacle clearing capability (cubic meters/hour)
(next record)		
1	CAPEHO	Blue obstacle creation capability (cubic meters/hour)
(** next record)		
1	JUMP	Switch for whether to use given values in record or compute values from following input where: T = use, F = read data
2	FACT(1,3)	Value of Red countermeasure, S(1)
3	FACT(1,4)	Value of Red measure, T(1)
(if JUMP = .FALSE., next record, else GOTO next **)		
(next record)		
1	SPDX(1)	Red ground vehicles average speed (kph)
2	SPDX(2)	Red aircraft average speed (kph)
3	SPDWT(2)	Ratio of average speed of Red air- craft to Red ground vehicles
(next record)		

Table E-I-1. Tactical Mobility Input
(page 3 of 3 pages)

Field	Variable	Data description
1	NVEH	Number of Red vehicles or Red aircraft types
(next NVEH records)		
1	DENSTY()	Population of Red vehicles/aircraft; subscript 1 = ground, 2 = air
2	SPEED()	Rate of movement (kph) of Red vehicle/aircraft types; subscript 1 = ground, 2 = air
(next record)		
1	REQEHO	Red obstacle clearing capability (cubic meters/hour)
(next record)		
1	CAPEHO	Red obstacle creation capability (cubic meters/hour)
(**)		

```

F 62.86 1.0 1.0
4 219.1 3.53
841 68
328 48
21 61
35 56
3
42 227
25 204
32 220
3426
2311
F 62.86 1.0 1.0
3 219.1 3.94
33 85
330 80
148 75
88 70
8 62.5
362 67
17 50
36 44
2
6 215
6 315
6231
8482

```

Figure E-I-2. Example of Tactical Mobility Data Input to the AFP CS/CSS Main Preprocessor

b. Bridging. Table E-I-2 describes the bridging input. Figure E-I-3 displays sample input records for generating bridging factors.

Table E-I-2. Bridging Input
(page 1 of 3 pages)

Field	Variable	Data description
(1st record)		
1	JUMP	Switch for whether to use given values in record or compute values from following input, T = use, F = read data
2	FACT(2,1)	Value of Blue countermeasure, U(2)
3	FACT(2,2)	Value of Blue measure, V(2)
(if JUMP = .FALSE., next record, else GOTO next record **)		
(next record)		
1	NCPD	Number of crossing points desired
2	TDFACT	Take-down factor (when multiplied by set-up time, yields take-down time)
(next record)		
1	BASEF1	Value of capability factor F1 in base case
2	BASEF2	Value of capability factor F2 in base case
3	BASEF3	Value of capability factor F3 in base case
(next record)		
1	NGAPS	Number of different types of gap
(next NGAPS records)		

Table E-I-2. Bridging Input
(page 2 of 3 pages)

Field	Variable	Data description
1	NGP	Frequency of occurrence of this type gap
2	WGAP	Width of this type gap (meters)
(next record)		
1	NVEH	Number of different combat vehicle types
(next NVEH records)		
1	NV	Number of vehicles of this type
2	VCLAS	Load class of this type vehicle
3	VNUM	AFP identification number of type vehicle
4	VDESC	Description of this type vehicle (NOTE: This is character type data and must be enclosed in single quotation marks.)
(next record)		
1	NBRIDG	Number of different types of bridges/rafts
(next records)		
(NOTE: There will be NBRIDG groups of records consisting of (NGAPS+1) records per group.)		
1	BSETS	Number of bridge/raft sets available
2	BNUM	AFP identification number of bridge/raft
3	BDESC	Description of bridge/raft (character data)
(next NGAPS records)		

Table E-I-2. Bridging Input
(page 3 of 3 pages)

Field	Variable	Data description
1	CPSET	Number of crossing points per set for this type of gap
2	SETUP	Set-up time (minutes)
3	VCRATE	Vehicle crossing rate (vehicles/hour)
4	BCLAS	Bridge/raft load class
(** next record)		
1	JUMP	Switch for whether to use given values in record or compute values following input, T = use, F = read data
2	FACT(2,3)	Value of Red countermeasure, S(2)
3	FACT(2,4)	Value of Red measure, T(2)
(if JUMP = .FALSE., next record, else GOTO next **)		
NOTE: Currently, the Red bridging measures and countermeasures are computed off-line; therefore, input data coding for Red bridging is limited to the three preceding fields.		
(**)		

c. Mine/Countermine. Table E-I-3 describes the mine/countermine input. Figure E-I-4 displays sample input records for generating mine/countermine factors.


```

1  @XQT *98AFP.870BRGPPE
2  3 2.0
3  1.0 0.005584 1.0
4  4
5  1 15
6  1 60
7  1 200
8  1 400
9  2 3
10 54 6 51 '81MM MORTAR'
11 460 11 7 'M113'
12 159 12 15 'M113+TOW'
13 0 12 0 'M577A1'
14 144 12 49 'UC3V'
15 24 12 27 'VULCAN'
16 24 13 32 'CHAP1'
17 0 16 21 'M551'
18 53 22 53 '4.2MSP'
19 0 24 12 'ITV TOWII'
20 54 24 56 '155SPMID9'
21 12 24 57 '8IN/203'
22 0 46 17 'CFV'
23 0 46 58 'MLRS'
24 0 50 16 'IFV'
25 0 52 19 'M48A5'
26 206 53 24 'M60A1'
27 0 55 22 'M60A3'
28 0 55 25 'M60A2'
29 8 57 46 'CEV'
30 0 62 20 'M1E1'
31 0 59 26 'DIVAD'
32 108 59 23 'M1'
33 3
34 1 320 'MAB'
35 8 40 200 62
36 3.2 40 200 62
37 4 10 4.5 60
38 4 10 3 60
39 16 321 'AVLB'
40 1 5 550 60
41 0 0 0 0
42 0 0 0 0
43 0 0 0 0
44 2 323 'LTRB'
45 2 30 200 16
46 1 25 40 16
47 1 25 4.5 16
48 1 25 3 16

```

Figure E-I-3. Example of Bridging Data Input to the AFP CS/CSS Main Preprocessor

Table E-I-3. Mine/Countermeasure Input
(page 1 of 2 pages)

Field	Variable	Data description
(1st record)		
1	JUMP	Switch indicates whether to use given values in record or compute values from following input, where T = use, F = read data
2	FACT(3,1)	Value of Blue countermeasure, U(3) NOTE: U(3) will = 1.00
3	FACT(3,2)	Value of Blue measure, V(3)
(if JUMP = .FALSE., next record, else GOTO next record **)		
(next record)		
1	EQMN	Population of Blue mine laying equipment items
2	PRSMN	Population of Blue mine laying personnel, grade E-7 and below
3	LANMN	Number of lanes through Red minefield along Red division front
4	AWLMN	Average width of Red minefield lane (m)
5	ADFRT	Average Red division frontage (m)
(next record)		
1	CLRMN	Red mine clearing capability (mines/hr)
(** next record)		
1	JUMP	Switch inndicates whether to use given values in record or compute values from following input, where T = use, F = read data
2	FACT(3,3)	Value of Red countermeasure, S(3) Note: S(3) will = 1.00

Table E-I-3. Mine/Countermining Input
(page 1 of 2 pages)

Field	Variable	Data description
3	FACT(3,4)	Value of Red measure, T(3)
	(if JUMP = .FALSE., next record, else GOTO next **)	
	(next record)	
1	EQMN	Population of Red mine laying equipment items
2	PRSMN	Population of Red mine laying personnel, grade E-7 and below
3	LANMN	Number of lanes through Blue minefield along Blue division front
4	AWLMN	Average width of Blue minefield lane (m)
5	ADFRT	Average Blue division frontage (m)
	(next record)	
1	EQCLM	Blue mine clearing capability (mines/hr)
	(**)	

F	1.0	1.0		
3000	285	28	3.736	12500
573.14				
F	1.0	1.0		
4800	0	12	8	30000
24				

Figure E-I-4. Example of Mine/Countermining Data Input to the AFP CS/CSS Main Preprocessor

d. **Protective Positions.** Table E-I-4 describes the protective position data. Figure E-I-5 displays sample input records for generating protective position factors.

Table E-I-4. Protective Positions Input
(page 1 of 2 pages)

Field	Variable	Data description
(1st record)		
1	JUMP	Switch for whether to use given values in record or compute values from following input, T = use, F = read data
2	FACT(4,1)	Value of Blue countermeasure, U(4)
3	FACT(4,2)	Value of Blue measure, V(4)
(if JUMP = .FALSE., next record, else GOTO next record **)		
(next record)		
1	BNPP	Number of Blue equipment types used to prepare protective positions
(next BNPP records)		
1	BDENPP	Population of Blue equipment of type
2	BRATEP	Rate of position preparation (per hour) per equipment of type
(** next record)		
1	JUMP	Switch for whether to use given values in record or compute values from following input, T = use, F = read data
2	FACT(4,3)	Value of Red countermeasure, S(4)
3	FACT(4,4)	Value of Red measure, T(4)
(if JUMP = .FALSE., next record, else GOTO next **)		
(next record)		

Table E-I-4. Protective Positions Input
(page 2 of 2 pages)

Field	Variable	Data description
1	RNPP	Number of Red equipment types used to prepare protective positions
(next RNPP records)		
1	RDENPP	Population of Red equipment of type
2	RRATEP	Rate of position preparation (per hour) per equipment of type
(**)		

F	1.0	1.0
2		
11	2.00	
7	1.78	
F	1.0	1.0
6		
8	7.47	
12	3.88	
12	1.91	
2	2.33	
12	2.95	
2	1.40	

Figure E-I-5. Example of Protective Position Data Input to the AFP CS/CSS Main Preprocessor

e. C2EW. Table E-I-5 describes the C2EW input. Figure E-I-6 displays sample input records for generating C2EW factors.

Table E-I-5. C2EW Input
(page 1 of 4 pages)

Field	Variable	Data description
-------	----------	------------------

(1st record)

1	JUMP	Switch indicates whether to use given values in record or compute values from following input, where T = use, F = read data
2	FACT(6,1)	Value of Blue countermeasure, U(6)
3	FACT(6,2)	Value of Blue measure, V(6)

(if JUMP = .FALSE., next record *, else GOTO next record **)

(* next record)

1	DNSRAD()	Population of Blue radios/radars by type. NOTE: For this and following subscripted variables (indicated by the parentheses () symbol), these subscripts pertain for Blue: 1 = Very high frequency (VHF) radios 2 = High frequency (HF) radios 3 = Multichannel radio relay equipment 4 = Countermortar/counterbattery radars
2	TOPJAM()	Maximum possible fraction of type Blue emitters which could be jammed
3	FACJAM()	Change in Blue combat effectiveness for each 1 % of Blue communications lost
4	WTJAM()	Fraction of the change in Blue combat effectiveness which can be attributed to a particular type of radio/radar being jammed

Table E-I-5. C2EW Input
(page 2 of 4 pages)

Field	Variable	Data description
5	NJAM()	Number of types of Red jammers capable of countering the similarly subscripted radio/radar
	(next NJAM records)	
1	EFFJAM()	Quantity of Blue radios/radars by type jammed by one of a type Red jammer
2	DNSJAM()	Population of Red jammers by type capable of countering the similarly subscripted radio/radar
(Continue reading jammer records for this type Blue radio/radar until NJAM types have been read; then return to next record (*) until all four types of radios have been read. After all four types of radios have been read, proceed to ** next record)		
(** next record)		
1		Switch indicates whether to use given values in record or compute values from following input, where T = use, F = read data
2	FACT(6,3)	Value of Red countermeasure, S(6)
3	FACT(6,4)	Value of Red measure, T(6)
(if JUMP = .FALSE., next record ***, else go to next **)		
(***) next record)		
1	DNSRAD()	The value of data read into this field is unity (1.0)

NOTES:

(a) The approach used to calculate Red C2EW countermeasures and measures focuses on Blue ECM (electronic countermeasure) equipment instead of Red radios/radars.

Table E-I-5. C2EW Input
(page 3 of 4 pages)

Field	Variable	Data description
-------	----------	------------------

NOTES (continued):

(b) Although the field naming convention is the same one used for the preceding Blue calculations, the data read into these fields has a different "meaning" in some cases (as indicated in following paragraphs).

(c) Subscripted variables (indicated by the parentheses () symbol) for Red C2EW are:

- 1 = Red HF radios
- 2 = Red VHF radios
- 3 = Red communication equipment jammed by Blue airborne jammers
- 4 = Red noncommunication equipment such as radars

2	TOPJAM()	Maximum possible degradation to Red combat effectiveness corresponding to the appropriate subscript
3	FACJAM()	Value of unity (1.0) for Red C2EW
4	WTJAM()	Fraction of the change in Red combat effectiveness which can be attributed to a particular type of Blue jamming such as HF or VHF.
5	NJAM()	Number of types of Blue jammers capable of countering a similarly subscripted radio/radar
(next NJAM records)		
1	EFFJAM()	Fraction of the change in Red combat effectiveness which can be attributed to a particular type Blue jammer such as the AN/TLQ-15

Table E-I-5. C2EW Input
(page 4 of 4 pages)

Field	Variable	Data description
2	DNSJAM()	Population of the specific type of Blue jammer targeted against Red C2EW capability
(Continue reading jammer records for this type Red C2EW capability until NJAM types have been read; then return to next record *** until all 4 types of Red C2EW capability have been read.)		
(**)		

```

F      1.0      1.0
2088   0.685    1.37685  0.8318    1
81.5   5
77     0.02     0.02394  0.0004    1
7.1    6
      0      0.02     0.02337  0.0004    2
1.714  3
1.714  1
13     1.00     0.19      0.1674    1
1.25   4
F      1.0      1.0
1.0    0.86     1.0      0.1016    1
0.1433 0
1.0    0.685    1.0      0.4566    5
0.0274 0
0.0274 0
0.00913 0
.0183  0
.00834 0
1.0    0.315    1.0      0.2100    2
.0228  0
.00365 0
1.0    0.40     1.0      .2317     1
.00344 0

```

Figure E-I-6. Example of C2EW Data Input to the
AFP CS/CSS Main Preprocessor

f. **Medical.** Table E-I-6 describes the medical input. Figure E-I-7 displays sample input records for generating medical factors.

Table E-I-6. Medical Input
(page 1 of 2 pages)

Field	Variable	Data description
(1st record)		
1	JUMP	Switch for whether to use given values in record or compute values from following input, T = use, F = read data
2	FACT(7,1)	Value of Blue countermeasure, U(7)
3	FACT(7,2)	Value of Blue measure, V(7)
(if JUMP = .FALSE., next record, else GOTO next record **)		
(next record)		
1	BDIVS	Blue divisional personnel strength supported
2	BAREAS	Blue area support strength supported, if any
3	BSFACT	Blue surge factor
4	BDWIA	Blue divisional WIA rate (per 1,000)
5	BAWIA	Blue area support WIA rate (per 1,000)
(next record)		
1	BDDNBI	Blue divisional DNBI rate (per 1,000)
2	BADNBI	Blue area support DNBI rate (per 1,000)
3	BMBCAP	Blue medical bn capability (releases per day)
4	BFEVAC	Blue fraction of casualties evacuated from division area
(** next record)		

Table E-I-6. Medical Input
(page 2 of 2 pages)

Field	Variable	Data description
1	JUMP	Switch for whether to use given values in record or compute values from following input, T = use, F = read data
2	FACT(7,3)	Value of Blue countermeasure, S(7)
3	FACT(7,4)	Value of Blue measure, T(7)
(if JUMP = .FALSE., next record, else GOTO next **)		
(next record)		
1	RDIVS	Red divisional personnel strength supported
2	RAREAS	Red area support strength supported, if any
3	RSFACT	Red surge factor
4	RDWIA	Red divisional WIA rate (per 1,000)
5	RAWIA	Red area support WIA rate (per 1,000)
(next record)		
1	RDDNBI	Red divisional DNBI rate (per 1,000)
2	RADNBI	Red area support DNBI rate (per 1,000)
3	RMBCAP	Red medical bn capability (releases per day)
4	RFEVAC	Red fraction of casualties evacuated from division area
(**)		

```

F      1.0      1.0
19485.0 19485.0      5.0      3.17      1.73
      5.65      1.2      160.0      .5
F      1.0      1.0
11920.0 11920.0      5.0      24.0      5.4
      8.00      1.8      500.0      .5

```

Figure E-I-7. Example of Medical Data Input to the
AFP CS/CSS Main Preprocessor

g. Maintenance. Table E-I-7 describes the maintenance input. Figure E-I-8 displays sample input records for generating maintenance factors.

Table E-I-7. Maintenance Input
(page 1 of 3 pages)

Field	Variable	Data description
-------	----------	------------------

(1st record)

1	JUMP	Switch for whether to use given values in record or compute values from following input, T = use, F = read data
2	FACT(8,1)	Value of Blue countermeasure, U(8)
3	FACT(8,2)	Value of Blue measure, V(8)

(if JUMP = .FALSE., next records, else GOTO next record **)

(next records)

Table E-I-7. Maintenance Input
(page 2 of 3 pages)

Field	Variable	Data description																								
1	BMCAP()	Blue maintenance capability (number of personnel on hand) in each of i maintenance categories, i = 1 through 7. The subscripted variable BMCAP() corresponds to each of the following skill specialties: <table> <tr> <th>i</th><th>MOS</th><th>Maintenance category</th></tr> <tr> <td>1</td><td>31E</td><td>Field radio repair</td></tr> <tr> <td>2</td><td>45B</td><td>Small arms repair</td></tr> <tr> <td>3</td><td>45L</td><td>Artillery repair</td></tr> <tr> <td>4</td><td>52D</td><td>Power generator repair</td></tr> <tr> <td>5</td><td>62B</td><td>Construction equipment repair</td></tr> <tr> <td>6</td><td>63G,H,W</td><td>Automotive repair</td></tr> <tr> <td>7</td><td>67</td><td>Aircraft repair</td></tr> </table>	i	MOS	Maintenance category	1	31E	Field radio repair	2	45B	Small arms repair	3	45L	Artillery repair	4	52D	Power generator repair	5	62B	Construction equipment repair	6	63G,H,W	Automotive repair	7	67	Aircraft repair
i	MOS	Maintenance category																								
1	31E	Field radio repair																								
2	45B	Small arms repair																								
3	45L	Artillery repair																								
4	52D	Power generator repair																								
5	62B	Construction equipment repair																								
6	63G,H,W	Automotive repair																								
7	67	Aircraft repair																								
2	BMREQ()	Blue maintenance personnel requirement according to TAADS (authorization documents) in each of i categories as shown above.																								
(** next record)																										
1	JUMP	Switch for whether to use given values in record or compute values from following input, T = use, F = read data																								
2	FACT(8,3)	Value of Red countermeasure, S(8)																								
3	FACT(8,4)	Value of Red measure, T(8)																								
(if JUMP = .FALSE., next records, else GOTO next **)																										
(next records)																										

Table E-I-7. Maintenance Input
(page 3 of 3 pages)

Field	Variable	Data description
1	RMCAP	Capability (1,000s MH/day) for maintenance category
2	RMREQ	Requirement (1,000s MH/day) for maintenance category
(**)		

```

F  1.0      1.0
  7
  627.12    11.807
 1057.26    9.835
   16.08    .256
   68.34    .446
   52.26    1.566
  217.08    2.42
   12.06    .37
T   1.0      .7017

```

Figure E-I-8. Example of Maintenance Data Input to the
AFP CS/CSS Main Preprocessor

h. Supply and Transportation. Table E-I-8 describes the supply and transportation input. Figure E-I-9 displays sample input records for generating supply and transportation factors.

Table E-I-8. Supply and Transportation Input
(page 1 of 3 pages)

Field	Variable	Data description
-------	----------	------------------

(1st record)

1	JUMP	Switch for whether to use given values in record or compute values from following input, T = use, F = read data
2	FACT(9,1)	Value of Blue countermeasure, U(9)
3	FACT(9,2)	Value of Blue measure, V(9)

(if JUMP = .FALSE., next record, else GOTO next record **)

(next record)

1	BNSTA	Number of Blue S&T equipment types
---	-------	------------------------------------

(next BNSTA records)

1	BDST	Population of Blue equipment of type
2	BAVAIL	Availability of Blue equipment of type
3	BEFF	Capacity of Blue equipment type (meas-miles/day)
4	TCOMP	Pointer to transportation class 1 = STON 2 = gallons 3 = STON (ALOC)

(next record)

1	BNCLAS	Number of Blue classes of supply
---	--------	----------------------------------

(next BNCLAS records)

Table E-I-8. Supply and Transportation Input
(page 2 of 3 pages)

Field	Variable	Data description
1	BCONR	Blue required consumption by class of supply (lbs/man/day)
2	BALOC	Percent of class required by ALOC
3	BBASIC	Percent of class carried by supported units
(** next record)		
1	JUMP	Switch for whether to use given values in record or compute values from following input, T = use, F = read data
2	FACT(9,3)	Value of Red countermeasure, S(9)
3	FACT(9,4)	Value of Red measure, T(9)
(if JUMP = .FALSE., next record, else GOTO next **)		
1	RDIVS	Red division personnel strength
(next record)		
1	RNSTA	Number of Red S&T equipment types
(next RNSTA records)		
1	RDST	Population of Red equipment of type
2	RAVAIL	Availability of Red equipment of type
3	REFF	Capacity of Red equipment type (meas-miles/day)
4	TCOMP	Pointer to transportation class 1 = MTON 2 = liters 3 = MTON (ALOC)
(next record)		

Table E-I-8. Supply and Transportation Input
(page 3 of 3 pages)

Field	Variable	Data description
1	RNCLAS	Number of Red classes of supply
	(next RNCLAS records)	
1	RCONR	Red required consumption by class of supply (lbs/man/day)
2	RALOC	Percent of class required by ALOC
3	RBASIC	Percent of class carried by supported units

(**)

NOTE: The AFP treatment of the supply and transportation function requires Blue divisional personnel strength as input. That datum need not be read in this segment because the value is read earlier by the CS/CSS Main Preprocessor for one of the foregoing CS/CSS functions.

F	1.0	1.0	
8			
2	1.0	60.00	1
72	1.0	5.00	1
654	1.0	2.50	1
2	1.0	2500.00	2
19	1.0	1000.00	2
8	1.0	8.00	1
8	1.0	500.00	2
63	1.0	6.35	3
8			
3.82	0.0	1.0	
15.17	0.0	1.0	
.33	0.0	1.0	
8.50	0.0	1.0	
13.78	0.0	1.0	
6.97	0.0	1.0	
.35	0.0	1.0	
.72	0.3	0.7	
F	1.0	1.0	
11920			
2			
1	1.0	4382.5	1
2200	1.0	10449	2
2			
1860.92	0.0	1.0	
42.28	0.0	1.0	

Figure E-I-9. Example Supply and Transportation Data Input
to the AFP CS/CSS Main Preprocessor

Section III. OUTPUT

E-I-6. Table E-I-9 describes the sample extract records from a file produced by the CS/CSS Main Preprocessor. Figure E-I-10 displays sample extract records; the records have the same format.

Table E-I-9. Output Description

Columns	Variable	Data description	Format
(Ith record)			
1-2	I	Counter to indicate the Ith CS/CSS function listed	I2
3-5	IENV	Numerical indication of the type environment pertinent to this output listing	I3
6-13	FACT(I,1)	Blue countermeasure factor U(I) for the Ith CS/CSS function	F8.2
14-21	FACT(I,2)	Blue measure factor V(I) for the Ith CS/CSS function	F8.2
22-29	FACT(I,3)	Red countermeasure factor S(I) for the Ith CS/CSS function	F8.2
30-37	FACT(I,4)	Red measure factor T(I) for the Ith CS/CSS function	F8.2
38-42	--		5X
43-53	NFUN(I)	Literal name of the Ith function such as Mines or C2EW	A11
54-55	--		2X
56-61	NAMPOS	Designation of the posture; e.g., STATIC, BAPD	
62-63	--		2X
64-67	FORCE	Identification of unit and fiscal year; e.g., 8I82 for the 8th Infantry Division, fiscal year 1982	A4

F	EN	B C/M	B MEAS	R C/M	R MEAS	FUNCTION	POST	FORCE
1	2	1.12	.99	2.28	.97	MOBILITY	STATIC	8182
2	2	1.00	.92	1.00	.85	BRIDGING	STATIC	8182
3	2	1.00	.69	1.00	1.29	MINE	STATIC	8182
4	2	1.00	.29	1.00	1.46	PROT.POSN.	STATIC	8182
5	2	1.00	1.00	1.00	1.00	N/A	STATIC	8182
6	2	1.00	.98	1.00	1.17	CZEW	STATIC	8182
7	2	1.00	1.02	1.00	1.02	MEDICAL	STATIC	8182
8	2	1.00	.97	1.00	2.83	MAINTENANCE	STATIC	8182
9	2	1.00	.61	1.00	.81	SUPP&TRANS	STATIC	8182

Figure E-I-10. Example of Blue Countermeasures and Measures and Red Countermeasures and Measures by CS/CSS Function as Generated by AFP CS/CSS Main Preprocessor

Section IV. RUNSTREAM

E-I-7. Figure E-I-11 displays a sample runstream for a single execution of the two CS/CSS Preprocessors, both the Search and the Main Preprocessors.

```

1:@RUN,M/TP A1P3,E1899P2277D,UNCLASSIFIED,5,100
2:@HDC,U *****UNCLASSIFIED*****
3:@QUAL UNCLASSIFIED
4:@ASG,A *P3OUTPUT.
5:@USE 20, *P3OUTPUT.
6:@ASG,T 17.
7:@ED *P3COUNTER.BASISTEST,17.
8:@USE 15., *P3TESTCS.
9:@XQT *P3COUNTER.870PRECSCSSI

```

Figure E-I-11. Sample Runstream for Execution of the AFP CS/CSS Preprocessors

Section V. PROGRAM

E-I-8. Figures E-I-12 and E-I-13 display the basic logical flow of the two AFP CS/CSS Preprocessors.

E-I-9. The following paragraphs describe the calculation of measures and countermeasures for the CS/CSS functions represented within AFP.

a. Tactical Mobility. The treatment of tactical mobility provides a first order approximation to the advantages and disadvantages of having more or less air and ground mobility as a net result of unimpeded vehicle speeds (the Blue and Red measures) and non-mine obstacles (the Blue and Red countermeasures).

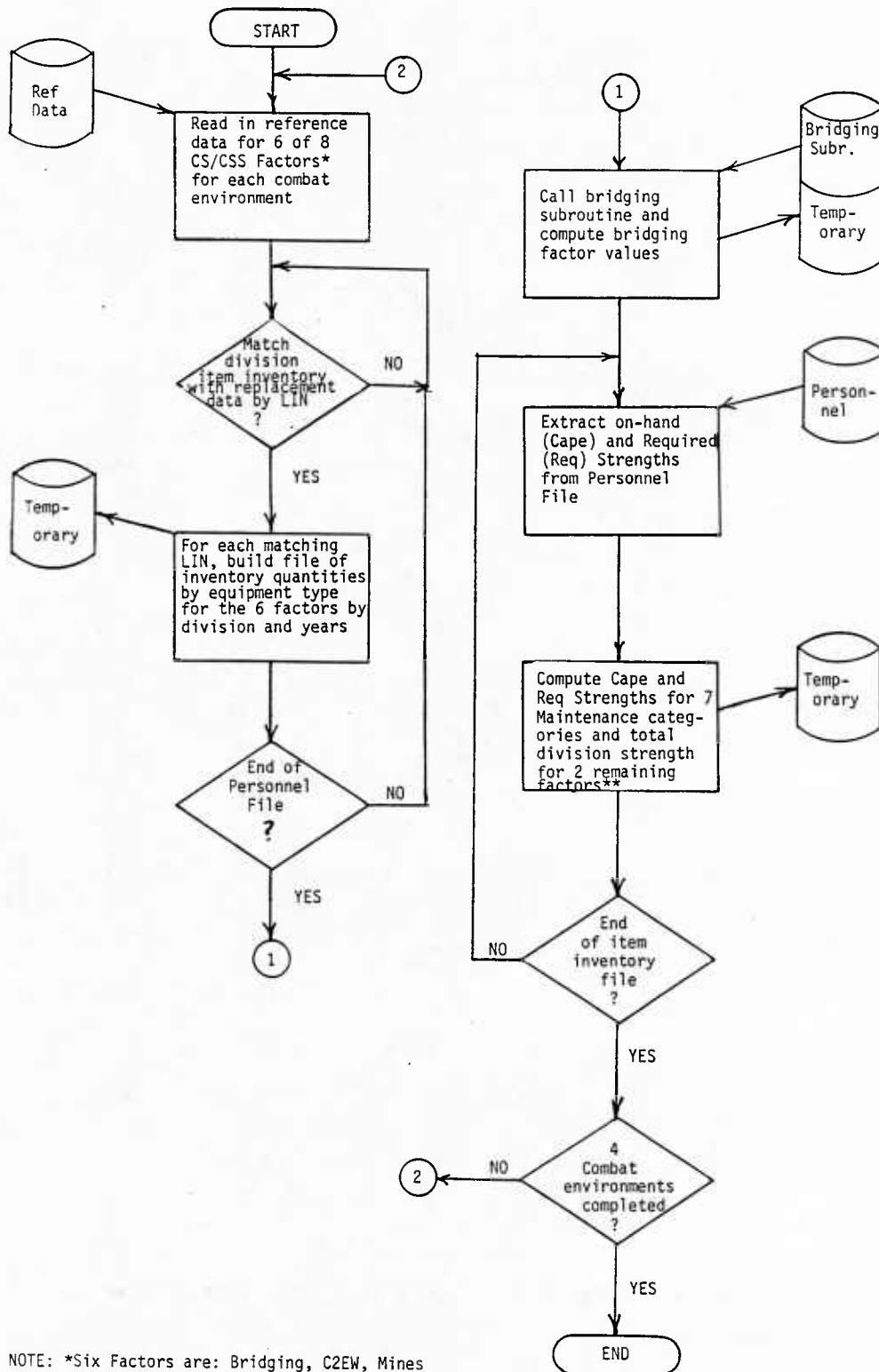
(1) Measure. Tactical mobility is measured by combining the weighted average speeds of a side's aircraft and ground vehicles. If $V(1)$ is the Blue tactical mobility measure,

$$V(1) = \frac{\sum_i^G (N(i) * S(i))}{\sum_i^{GB} (N(i) * S(i))} * \frac{\sum_i^{GB} N(i)}{\sum_i^T N(i)} + \frac{\sum_i^A (N(i) * S(i))}{\sum_i^{AB} (N(i) * S(i))} * \frac{\sum_i^{AB} N(i)}{\sum_i^T N(i)} * M$$

where:

- G = the number of Blue ground combat vehicle types
- GB = the number of Blue ground combat vehicle types in the selected base case
- i = index of Blue vehicle types; e.g., $i = 1, 2, \dots$
- $N(i)$ = the number of vehicles of type i (including aircraft)
- $S(i)$ = the speed (kph) of the vehicles of type i
- T = the total number of Blue ground combat vehicle and aircraft types
- A = the number of Blue aircraft types
- AB = the number of Blue aircraft types in the selected base case
- M = ratio of the aircraft weighted average speed to ground combat vehicle weighted average speed for two combined base cases

A similar expression (for $T(1)$) applies to Red ground combat vehicles. It is implied that faster is better. For other measures held constant, greater speed tends to improve a side's exchange ratio (kills/losses). It is not suggested that the simple proportionality to speed holds for extremely low or extremely high speeds.



NOTE: *Six Factors are: Bridging, C2EW, Mines Protective Positions, Tactical Mobility, and Supply and Transportation.
 **Remaining factors are Maintenance and Medical.

Figure E-I-12. Flow Chart--Search Preprocessor

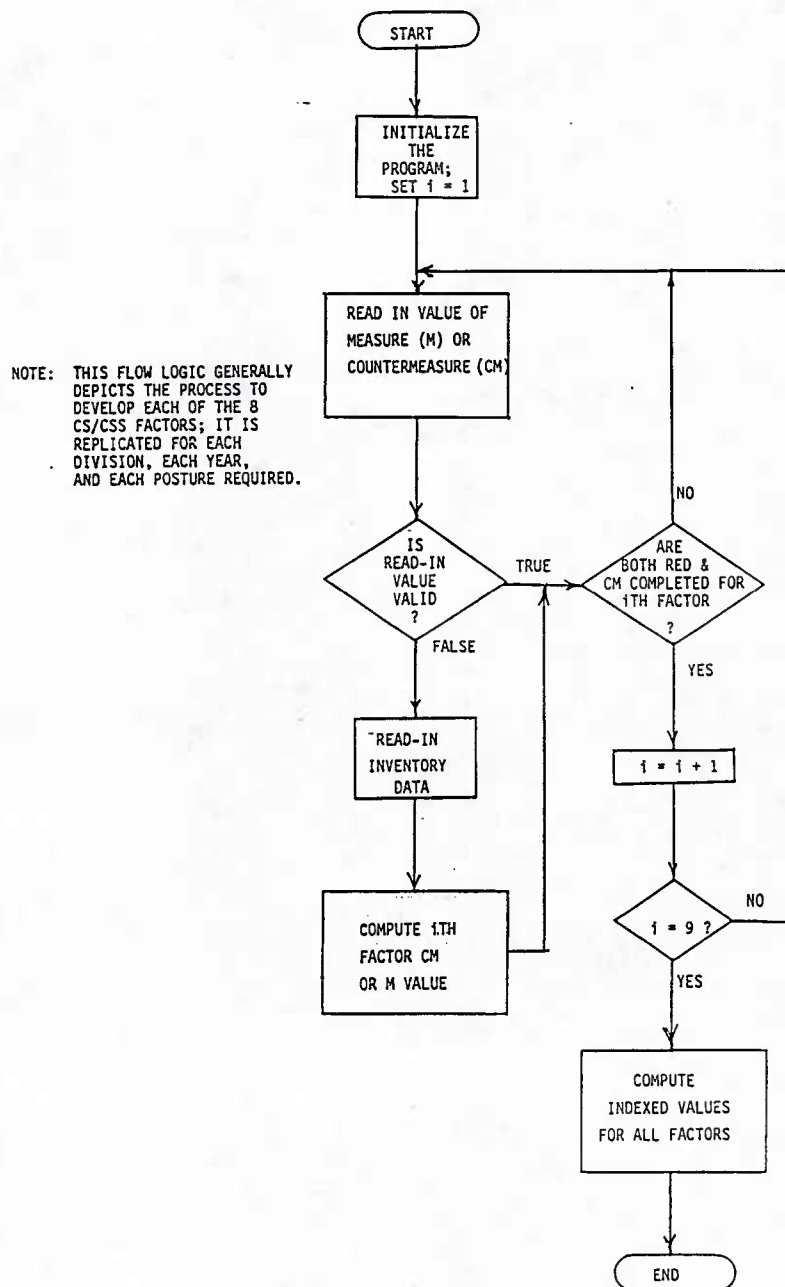


Figure E-I-13. Flow Chart--AFP CS/CSS Main Preprocessor

(2) **Countermeasure.** The Blue side's countermobility measure is the ratio of its non-mine obstacle creation capability to the Red side's doctrinal non-mine obstacle creation clearing capability. It is assumed the tactical commander would allocate 100 percent of his earth moving assets to countermobility and 100 percent to build protective positions. Situationally, however, the tactical commander on the ground would allocate his resources according to the scenario in progress. The Blue obstacle creation capability in packed dirt expressed in cubic meters per hour (m^3/hr) is the dig-in rate of on-hand Blue equipment. The Red obstacle clearing capability similarly expressed in m^3/hr is the excavation rate of doctrinally-prescribed Red equipment. If the Blue tactical mobility countermeasure is $U(1)$, then,

$$U(1) = \frac{\sum_i^J (N(i) * D(i))}{\sum_i^K (N(i) * E(i))}$$

where:

J = the number of Blue equipment types capable of creating obstacles
 i = index of equipment types
 N(i) = number of equipment of type i
 D(i) = the dig-in rate (m^3/hr) of equipment of type i
 K = the number of Red equipment types capable of clearing obstacles
 E(i) = the excavation rate of equipment of type i

An expression similar to $U(1)$ applies to the Red side, $S(1)$. This would be accomplished by substituting Red doctrinal obstacle creation equipment capability in the numerator of the equation and Blue obstacle clearing equipment capability in the denominator.

b. Bridging. The treatment of bridging provides first order approximation to the advantages and disadvantages of having more or less gap-crossing capability.

(1) **Measure.** A side's measure is determined in a submodel as the bridging capability of a combat force using the force's bridge, raft, and vehicle inventory. The submodel uses bridge and raft inventories as well as characteristics of bridges and rafts, the vehicle inventory by weight class, and a series of gaps of specified widths which the force attempts to cross. For each gap width, the submodel computes the following:

(a) A determination whether it is possible to cross the gap, given the rafts and bridges available (without regard to vehicle inventory);

(b) The fraction of vehicles which can cross the gap via bridge or raft; and

(c) The total time required for those vehicles to cross the gap, including set-up and take-down times for bridges and rafts.

These assumptions pertain: the availability of personnel to perform set-up and take-down operations is not considered. Although not all the force may be able to cross a given width of gap, when the next gap is processed the entire force is viewed as being ready to cross it even though the entire force may not be able to do so. The bridging measure or capability $V(2)$ is computed as follows:

$$V(2) = (F_1 * F_2 * F_3) / (\text{base } F_1 * \text{base } F_2 * \text{base } F_3)$$

where,

$$F_1 = \sum_i^n T(i) * D(i)$$

n = number of different gap widths

$T(i)$ = the "gap weight" ($i=1,2,\dots,n$)

$D(i)$ = 1 if it is possible to cross, 0 otherwise

and

$$T(i) = (G(i) * W(i)) / \left(\sum_i^n G(i) * W(i) \right)$$

where,

$G(i)$ = the number of gaps of type i ($i=1,2,\dots,n$)

$W(i)$ = the width of the i th type gap ($i=1,2,\dots,n$)

$$F_2 = 1 / \left(\sum_i^n G(i) * C(i) \right)$$

$C(i)$ = the calculated crossing time for gap type i ($i=1,2,\dots,n$)

$$F_3 = \left(\sum_i^n R(i) \right) / n$$

$R(i)$ = the fraction of vehicles capable of crossing gap type i ($i=1,2,\dots,n$).

Base F_1 , base F_2 , and base F_3 = values of F_1 , F_2 , and F_3 in a base case

(2) **Countermeasure.** None; i.e., $U(2) = S(2) = 1.0$.

c. Mine/Countermine. The treatment of mine/countermine provides first order approximation to the advantages and disadvantages of a side's having more or less mine laying or breaching capability.

(1) Measure. The computations depicting a side's mine laying capability and the enemy's mine clearing capability are incorporated into a single ratio representing a side's mine and countermine functions. Both equipment and personnel capabilities are considered. Also, a side's mine laying capability is affected by the opposing side's lane clearing doctrine (i.e., number and width of lanes to be cleared) to yield effective mine laying capability. If $V(3)$ is the Blue mine/countermine measure, then

$$V(3) = L(b)/C(r)$$

where,

$L(b)$ = Blue capability to lay mines

and

$$L(b) = Q(b) + P(b) * 500/13 * N(r) * W(r)/0.5 * F(r)$$

where,

$Q(b)$ = rate (mines/hr) of Blue mine laying/clearing equipment, nonmanual methods

$P(b)$ = number of Blue personnel engaged in minelaying/clearing operations
 $500/13$ = number of mines per hour laid by a 13-man team (12EM + 1 NCO) of engineer personnel (MOS 12B)

$N(r)$ = doctrinal number of Red lanes to be cleared through a Blue minefield by an attacking Red division

$W(r)$ = doctrinal width (meters) of a cleared Red lane through a minefield

0.5 = represents the assumption that one-half of the division front is protected by natural obstacles

$F(r)$ = doctrinal width (meters) of a Red division's frontage

$C(r)$ = Red capability to clear mines (mines/hr) is currently calculated off-line

Otherwise, $T(3)$ is the Red mine measure such that,

$$T(3) = L(r)/C(b)$$

where,

$L(r)$ = Red capability to lay mines calculated by replacing the (b) and (r) notations with their respective converse in the formula for $L(b)$

$C(b)$ = Blue capability to clear mines (mines/hr)

and

$$C(b) = Q(b) + P(b) * 3.6/30.0$$

where,

3.6 = number of Red mines encountered per lane

30.0 = Blue doctrine specifies 30 manhours required to clear one lane that is 1 km long.

(2) **Countermeasure.** None; i.e., $U(3) = S(3) = 1.0$.

d. Protective Positions. The treatment of protective positions provides first order approximation to the advantages and disadvantages of having more or less capability to construct protective positions. Within the AFP Combat Module, combat postures are assumed to be "pure" in the sense that none or all of the side's ground systems are in defilade. That assumption directly influences the sensing sizes and SSPKs by posture employed within the Combat Module. The protective position factors provide some a posteriori adjustment to the Combat Module's raw estimates of kills and losses. In a defense intense posture, where all defenders are assumed to be in defilade, a defender's protective position factor must be = 1.0. In open postures, it is reasonable to permit factors 1.0 as well. The protective position function does not include countermeasures; i.e., countermeasure factors are all set to the default value 1.0.

(1) **Measure.** A side's measure is simply the ratio of its ability to construct protective positions in 5 hours to the required number of positions. The required number of positions is usually assumed equal to the total inventory of ground combat systems supported. However, to the extent that nature or peacetime work have already provided some adequate positions, the requirement may be less than the total number of ground systems. Or to the extent that a side may wish or be forced to change locations more frequently than with 5 hours' warning, the requirement may be larger than the number of ground systems. If $V(4)$ is the Blue protective position measure,

$$V(4) = \left(\sum_i^M (A(i) * B(i)) * H / (F * C) \right)$$

where,

M = the number of types of Blue systems assigned to prepare protective positions

i = the index of the Blue system types; $i = 1$ to M

$A(i)$ = the number of Blue systems of type i

$B(i)$ = the position preparation rate per hour per Blue system, adjusted if the system must perform other roles as well

$H = 5$ (hrs), the assumed critical time interval, may be adjusted for the number of productive H -hour productive periods that can be achieved in a combat day if moves are frequent

F = the inventory of Blue ground combat systems

C = the fraction of Blue ground systems requiring prepared positions,
C 0.0 and may exceed 1.0

A similar expression (for T(4)) applies to the Red side.

(2) **Countermeasure.** None; i.e., $U(4) = S(4) = 1.0$.

Note: U(5), V(5), S(5), and T(5) are not employed in the current version of the AFP system.

e. Command, Control, and Electronic Warfare (C2EW). The treatment of C2EW provides first order approximation of the advantages and disadvantages of being more or less able to overcome an opponent's efforts to jam one's own electronic communication system and thereby disrupt command and control. A side's C2EW measure and countermeasure are combined within a single factor; the AFP convention is to regard the single factor as a measure with the countermeasure always 1.0.

(1) **Measure.** A side's measure is simply the ratio of its unjammed radios to the number required for electronic communication supportive of "normally intense" combat command and control activity. Because a division's inventory of radios includes some redundancy and because transmissions need not be continuous, the jamming of some radios need not induce any degradation. If V(6) is the Blue C2EW measure,

$$V(6) = 1.0 - \text{SUM}$$

where,

$$\text{SUM} = \sum_{i=1}^4 F(i) * W(i) * T(i)$$

i = the index of Blue C-E system types; i = 1 to 4

F(i) = a factor describing the change in combat effectiveness corresponding to each 1 percent of communications lost by type of C-E system

W(i) = the percent (weight) of combat effectiveness change allocated to a particular type C-E system

$$T(i) = \min(M(i), \sum_{j=1}^N E(j,i) * Q(j,i)/R(i))$$

where,

$M(i)$ = maximum possible factor by which combat effectiveness could be degraded for a particular type of C-E system

j = the index of the jammer types ($j=1,2,\dots,N$)

$E(j,i)$ = the effective number of Blue systems of type i jammed by one Red jammer of type j

$Q(j,i)$ = the quantity of Red jammers of type j

$R(i)$ = the quantity of Blue C-E systems of type i

The Red measure $T(6)$ uses formula similar to the preceding, but $T(6)$ focuses on the effectiveness of Blue jammers by type against Red C-E systems. Note that selected data elements such as quantity of Red C-E systems jammed (i.e., $DNSRAD(i)$) and the jamming factor describing the change in combat effectiveness corresponding to each 1 percent of communications lost (i.e., $FACJAM(i)$) have been converted to a base value (1.0). If $T(6)$ is the Red measure,

$$T(6) = 1.0 - \left(\sum_i^4 (F(i) * W(i)) * \min(M(i), \sum_j^N E(j,i) * Q(j,i)/R(i)) \right)$$

where,

i = index of Blue type jammers countering Red C-E systems ($i = 1$ to 4)

$F(i) = 1.0$

$W(i)$ = percent expressed as a decimal number indicating the effective weight of the targeted Red C-E system

$M(i)$ = factor indicating the maximum possible effectiveness of a type Blue jammer against a type Red C-E system

$E(j,i)$ = factor expressed as a decimal number indicating the percentage effectiveness of a particular jammer (by nomenclature) identified by subscript j

$Q(i)$ = the quantity of Red jammers of type j

$R(i) = 1.0$

(2) Countermeasure. None; i.e., $U(6) = S(6) = 1.0$.

f. Medical. The AFP treatment of the medical function provides first order approximation to the advantages and disadvantages of a side's having more or less divisional medical capability given fixed treatment and evacuation policies and fixed higher echelon medical capability. It is assumed that only relatively small differences from norms need be considered. Blue and Red medical measures may differ from 1.0; however, the AFP representation of the medical function does not include countermeasures (hence "countermeasure" values are always set to the default value 1.0).

(1) **Measure.** A side's measure is based on the daily loss of division strength directly attributable to shortfall, if any, in divisional medical capability. If $V(7)$ is the Blue medical measure,

$$V(7) = 1.0 - Q * (A - C*(1.0 + D)) / B \leq 1.0$$

where, in turn,

$$A = (F*(G + H) + L*(K + M)) * P / 1000.0$$

$$B = F + L$$

and,

A = daily admissions

B = total supported personnel strength

C = divisional medical capability, returns to duty per day

D = evacuees to higher echelon as fraction of the divisional medical battalion return to duty rate

F = division personnel strength

G = division normal WIA per day per 1,000 strength

H = division normal DNBI per day per 1,000 strength

K = support area normal WIA per day per 1,000 strength

L = support area personnel strength

M = support area normal DNBI per day per 1,000 strength

P = surge factor (combat intensity/normal intensity)

Q = number of days of concern, usually 1.0

The factor typically has a very small range. The form of the above expression was approved by the Agency's medical POC. However, note that, if there is no divisional medical battalion capability, the measure is $V(7) = 1.0 - Q * A / B$. If $Q = 1.0$ and the casualty rate is 2 percent per day, $V(7) = 0.98$. No attempt is made to reflect the impact on personnel attitude when they know there is more or less medical support available. A reduction in a side's medical factor reduces that side's kill/loss ratio, thereby tending to reduce its combat potentials. As for other functions, the range of practical interest is assumed to be relatively small. The simple proportionalities in the above expressions probably overestimate the impact of extremely small shortfalls and certainly underestimate the net effects of very large shortfalls.

A similar set of expressions (for $T(7)$) applies to the Red side.

(2) **Countermeasure.** None; i.e., $U(7) = S(7) = 1.0$.

g. Maintenance. The AFP treatment of the maintenance function provides first order approximation of the advantages and disadvantages of a side's having more or less divisional maintenance capability relative to planning or doctrinal requirements levels. Obviously excess maintenance capability cannot produce benefit. Within a sufficiently narrow range, the maintenance impact is assumed proportional to the capability/requirement ratio. More maintenance improves a side's kill/loss ratio and, therefore, tends to increase combat potential. The maintenance function does not include countermeasures.

(1) **Measure.** The measure is simply a gross capability-to-requirement average over several equipment categories. If $V(8)$ is the Blue maintenance measure,

$$V(8) = \left(\frac{\sum_{i=1}^M (C(i)/R(i))}{M} \right) \leq 1.0$$

where,

M = number of maintenance categories hardwired to equal 7

i = index of maintenance categories; $i = 1$ to M ;
typically: automotive, aviation, artillery,
engineer, communication, power generation,
small arms

$C(i)$ = Blue maintenance capability in category i ; personnel on-hand by
fiscal year according to Readiness Indicator Model (RIM) data

$R(i)$ = Blue maintenance requirement in category i according to TOE

NOTE: The maximum value for $r(8)$ is 1.0 because there is no tradeoff of capabilities across maintenance categories. For example, a large surplus of communication maintenance capability does not compensate for a shortfall in automotive.

A similar expression (for $T(8)$) applies to the Red side.

(2) **Countermeasure.** None; i.e., $U(8) = S(8) = 1.0$.

h. Supply and Transportation. The AFP treatment of the supply and transportation function provides first order approximation of the advantages and disadvantages of a side's having more or less divisional supply and transportation capability relative to planning or doctrinal requirements. A capability to move more than there is available to be moved does not generate added benefit. Subject to that obvious limitation,

less supply and transportation capability reduces a side's kill/loss ratio and, therefore, tends to decrease combat potential. The supply and transportation function does not include countermeasures.

(1) **Measure.** The measure is simply a gross capability-to-requirement weighted average over three cargo/movement categories: STON, gallons (bulk POL), and ALOC. Capabilities and requirements may be expressed in terms of "unit of measure-miles;" e.g., STON-miles. If the "miles" is set to 1.0, capabilities and requirements are then expressed in "single lift" terms. The capabilities are computed from the numbers and cargo carrying capacities of divisional transportation assets. The requirements are computed from planning factors expressed in terms of lbs/man/day for different classes of supply and for the division personnel strengths. Bulk and packaged requirements may be specified separately; e.g., for Class III by representing Class III with subclasses. For each class (or subclass) of supply, a fraction to be delivered by air may be specified. Hence, zero bulk POL may be required to be delivered over the ALOC, but nonzero quantities of packaged POL may be designated for air delivery. Units of measure are converted as appropriate (e.g., lbs to gals for bulk POL). Adjustment is made for how much of total supply must be transported by division assets. If $V(9)$ is the Blue measure,

$$V(9) = Q1 * A / X + Q2 * E / P + Q3 * K / CC$$

where,

$Q1 + Q2 + Q3 = 1.0$ and $Q1$, $Q2$, and $Q3$ are nonnegative weights expressing the net relative importance of the three ratios. E.g., if all three are equally important, $Q1 = Q2 = Q3 = 1/3$.

A = Blue STON ground transport capability (STON-miles/day)

X = Blue STON ground transport requirements (STON-miles/day)

E = Blue Class III transport capability (gal-miles/day)

P = Blue Class III transport requirement (gal-miles/day)

K = Blue ALOC transport capability (STON-miles/day)

CC = Blue ALOC transport requirement (STON-miles/day)

Capabilities are computed in accord with:

$$A = \sum_i^{NT} (B(i) * C(1,i) * D(1,i))$$

$$E = \sum_i^{NT} (B(i) * C(2,i) * D(2,i))$$

$$K = \sum_i^{NT} (B(i) * C(3,i) * D(3,i))$$

where,

NT = the number of Blue transporter types

i = the index of the Blue transporter types; i = 1 to NT

B(i) = the number of Blue transporters of type i

C(j,i) = the availability of Blue transporter type i
for use with cargo category j

D(j,i) = the capacity of Blue transporter type i
for use with cargo category j; expressed in
terms of unit of measure x distance. (Distance
is 1.0 for single lift.)

j = index of cargo category; j = 1 to 3 for STON,
gals, ALOC

Requirements are computed in accord with:

$$X = (R/2000.0) * \sum_k^{NC} (Y(k) * AA(k) * DT(k) * (1.0 - BB(k)))$$

$$P = R * LG * Y(k') * AA(k') * DT(k')$$

$$CC = (R/2000.0) * \sum_k^{NC} (Y(k) * AA(k) * BB(k))$$

where,

NC = the number of classes (subclasses) of supply

k = index of the number of classes of supply. (One of these
may be for packaged POL.)

k' = index of bulk POL class

R = division personnel strength

$Y(k)$ = consumption rate (lbs/person/day) or class of supply k

$AA(k)$ = fraction of class k to be carried by unit

$DT(k)$ = distance (mi) over which supply class k must be transported.
Set to 1.0 for single lift.

$BB(k)$ = fraction of class k to be carried on ALOC

LG = conversion factor: lbs to gals

and the term 2000.0 is the conversion factor: lbs to STON.

A similar expression (for $T(9)$) applies to the Red side. Where appropriate, use the factor 1.102 to convert from MTON to STON and the factor 0.265 to convert from liters to gallons.

(2) **Countermeasure.** None; i.e., $U(9) = S(9) = 1.0$.

E-I-10. After the values of U , V , S , and T are computed for each CS/CSS function, a subroutine (INDXCS) is called. This subroutine normalizes (or indexes) each measure/countermeasure value to the base case value.

Section VI. PROGRAM LISTINGS

E-I-11. This section contains source listings which depict both the Main and the Search Preprocessors. The programs are written using FORTRAN 77 for the Sperry UNIVAC 1108 computer.

a. Figures E-I-14 and E-I-15 are listings of the Procs used in the Main program, the Output subroutine, and the BRIDGE subroutine to the CS/CSS Search program.

b. Figure E-I-16 is a listing of the main CS/CSS Search program.

c. Figure E-I-17 is a listing of the Output subroutine to the CS/CSS Search program.

d. Figure E-I-18 is a listing of a FORTRAN Proc identifying certain COMMON blocks in the BRIDGE subroutine to the CS/CSS Search program.

e. Figure E-I-19 is a listing of the BRIDGE subroutine, with 13 external subroutines.

f. Figure E-I-20 is a listing of the CS/CSS Main Preprocessor.

g. Figure E-I-21 is a listing of the AFP CS/CSS Main Preprocessor.

h. Figure E-I-22 is a source listing of the external subroutine INDXCS to the CS/CSS Main Preprocessor.


```
1      BDGROU PROC  
2          COMMON/BRGROU/IBTAFP(60),  
3              *VTCLAS(60),ITAFP(60),  
4              *BGLOOP,  
5              *BCAP,  
6              *IBTNUM(32)  
7          INTEGER BGLOOP,IBFLAG  
8      END
```

Figure E-I-14. Listing of FORTRAN Procs Identifying COMMON Blocks, Variables, Arrays, and Parameters of the Main Program, the Output Subroutine, and the BRIDGE Subroutine for the CS/CSS Search Preprocessor

```

1:BP DAT PROC
2:  PARAMETER (MAXGAP=10, MAXVEH=30, MAXBRG=20, MAXCP=20,
3:  & IBIG=1000000000, BIG=1.0E10)
4:C  MAXGAP = THE MAX NUMBER OF GAP TYPES
5:C  MAXVEH = THE MAX NUMBER OF VEHICLE TYPES
6:C  MAXBRG = THE MAX NUMBER OF BRIDGE/RAFT TYPES
7:C  MAXCP = THE MAXIMUM NUMBER OF CROSSING POINTS
8:C  IBIG = A REALLY BIG INTEGER
9:C  BIG = A REALLY BIG REAL NUMBER
10:C INPUT DATA:
11:  INTEGER
12:  + BNUM(MAXBRG),      NBRIDG,      NCPD,
13:  + NGAPS,             NVEH,         VNUM(C:MAXVEH)
14:  REAL
15:  + BASEF1,            BASEF2,            BASEF3,
16:  + BCLAS(MAXBRG,MAXCP), BSETS(MAXBRG),    CPSET(MAXBRG,MAXCP),
17:  + NGP(MAXGAP),        NV(MAXVEH),        SETUP(MAXBRG,MAXCP),
18:  + TDFACT,             VCLAS(MAXVEH),      VCRATE(MAXBRG,MAXCP),
19:  + WGAP(MAXGAP)
20:  CHARACTER
21:  + BDESC(MAXBRG)*10,  VDESC(MAXVEH)*10
22:C  END OF INPUT DATA
23:  INTEGER
24:  + IBT(MAXCP),        ISTATE(MAXCP),      IVT(MAXCP),
25:  + NCB(MAXBRG),        NCPC(MAXGAP)
26:  REAL
27:  + BLMAX,             CSCORE(MAXBRG),      ECR(MAXVEH),
28:  + FRVEHC(MAXGAP),    GAPCTM(MAXGAP),      GAPWT(MAXGAP),
29:  + LEFT(MAXVEH),      POSSBL(MAXGAP),      TNEXT(MAXCP),
30:  + TNOW,              TOTVEH
31:C  POSSIBLE VALUES OF ISTATE:
32:  PARAMETER (KSETUP=1, KCROSS=2, KTDOWN=3, KFINI=4)
33:C  KSETUP: BRIDGE BEING SET UP
34:C  KCROSS: BEING CROSSED BY VEHICLES
35:C  KTDOWN: BRIDGE BEING TAKEN DOWN
36:C  KFINI: FINISHED (NO ACTIVITY)
37:  COMMON /BP DAT/
38:  + BASEF1,            BASEF2,            BASEF3,            BCLAS,
39:  + BDESC,             BLMAX,             BNUM,            BSETS,
40:  + CPSET,             CSCORE,            ECR,             FRVEHC,
41:  + GAPCTM,            GAPWT,             IBT,             ISTATE,
42:  + IVT,               LEFT,              NBRIDG,           NCB,
43:  + NCPC,              NCPD,              NGAPS,           NGP,
44:  + NV,                NVEH,              POSSBL,          SETUP,
45:  + TDFACT,            TNEXT,             TNOW,            TOTVEH,
46:  + VCLAS,             VCRATE,            VDESC,           VNUM,
47:  + WGAP
48:  END

```

Figure E-I-15. Listing of FORTRAN Procs Identifying COMMON Blocks, Variables, Arrays, and Parameters of the Main Program, the Output Subroutine, and the BRIDGE Subroutine for the CS/CSS Search Preprocessor

```

1:      INTEGER STP, KT, ITP
2:      INCLUDE BPOAT,LIST
3:      INCLUDE BOGPOU,LIST
4:      INTEGER FILLIN,DIGIN,BOBSCP,BOBSCL
5:      INTEGER PLACE,CLEAR,ICOUNT
6:      INTEGER ICLTOT,IPLTOT
7:      CHARACTER*12 NAMES(60), SNAME(60)
8:      CHARACTER*12 NAMEP(15), BNAME(32)
9:      CHARACTER*12 NAMEM(15),MNAME(72)
10:     CHARACTER*12 NAMEI(60),TNAME(60)
11:     CHARACTER*12 NAMEC(100),CNAME(100)
12:     CHARACTER*6 STR(60)
13:     CHARACTER*6 BSTR(72)
14:     CHARACTER*6 MSTR(32)
15:     CHARACTER*6 TSTR(60)
16:     CHARACTER*6 CSTR(107)
17:     CHARACTER*6 PSTR(20)
18:     CHARACTER LIN*6
19:     CHARACTER*12 RESCPP
20:     DIMENSION ISCAP(60),ISQTY(60)
21:     DIMENSION IBCAP(32),IBQTY(32)
22:     DIMENSION IMCAP(32),IMQTY(32)
23:     DIMENSION ITCAP(60),ITQTY(60)
24:     DIMENSION ICCAP(100),ICQTY(100)
25:     DIMENSION IPCAP(20),IPQTY(20),IFLCAP(20),IDGCAP(20),POSCAP(20)
26:     DIMENSION IYEAR(10)
27:     DIMENSION IREADU(10)
28:     COMMON JTPSNA(15)
29:     COMMON/S/TYPE(40),HAUL(60),ITEMP(60),HTEMP(60)
30:     COMMON/A/ STR,ISCAP,ISQTY,ISVAR(60),NAMES
31:     COMMON/R/ BSTR,IBCAP,IBQTY,IBVAR(15),NAMEB
32:     COMMON/M/ MSTR,IMCAP,IMQTY,IMVAR(15),NAMEM
33:     COMMON/T/ TSTR,ITCAP,ITQTY,ITVAR(60),NAMEI
34:     COMMON/T2/ TSPED(60),ITESPD(60)
35:     COMMON/C/ CSTR,ICCAP,ICQTY,ICVAR(107),NAMEC
36:     COMMON/P/ PSTR,IPCAP,IPQTY,IPVAR(20),IFLTOT(20),IDGTOT(20),
37:     *POSTOT(20)
38:     COMMON/M2/ IPLACE(20),ICLEAR(20),IMPLAT(20),ICLRT(20)
39:     OPEN (UNIT=16)
40: C
41:     WRITE(6,120)
42: 120  FORMAT(1X,'ENTER NUMBER OF YEARS YOU ARE CONSIDERING')
43:     WRITE(6,121)
44: 121  FORMAT(1X,'PRECEDDE SINGLE DIGIT VALUES WITH A 0')
45:     READ(5,125)NUMYRS
46: 125  FORMAT(I2)
47:     ICOUNT=1
48:     DO 140 IS=1,NUMYRS
49:     WRITE(6,130)IS
50: 130  FORMAT(1X,'ENTER YEAR ',I2,' USING 2 DIGITS')
51:     READ(5,135)IYEAR(IS)
52: 135  FORMAT(I2)
53: C
54: C
55: C
56: C
57: C
58: C
59: C
60: C
61: C
62: C
63: C
64: C
65: C
66: C
67: C
68: C
69: C
70: C
71: C
72: C
73: C
74: C
75: C
76: C
77: C
78: C

```

Figure E-I-16. Listing of Main CS/CSS Search Program
with 12 Internal Subroutines
(page 1 of 7 pages)

```

79: 16" CONTINUE
80: 700 JJ=1,NUMTIP
81: IF(IJTPSNA(JJ),EQ,0)GOTO 700
82: 161 30 600 II=1,NUMYRS
83: IF(ICOUNT.EQ.1)GOTO 300
84: 4=0
85: 200 READ (21,210,END=220) LIN,DESCRP,K,ITYP,CARRY
86: 210 FORMAT(A6,2X,A12,2X,I2,2X,I1,2X,F3.3)
87: C M IS A COUNTER THAT TIES THE LIN# WITH THE CAPBLTY CODE(ISCAP( ))
88: C
89: M=M+1
90: STR(M)=LIN
91: SNAME(M)=DESCRP
92: ISCAP(M)=K
93: ITEMP(M)=ITYP
94: HTEMP(M)=CARRY
95: C WRITE(6,215)SNAME(M)
96: C 215 FORMAT(1X,A12)
97: GOTO 200
98: C
99: 220 MB=0
100: 230 READ(22,235,END=240) LIN,DESCRP,K,IAFP
101: 235 FORMAT(A6,2X,A12,2X,I2,2X,I3)
102: MB=MB+1
103: BSTR(MB) = LIN
104: BNAME(MB) = DESCRP
105: IBCAP(MB) = K
106: IBTAFP(MB)=IAFP
107: GOTO 230
108: C
109: C
110: 240 MM=0
111: 250 READ(23,255,END=255) LIN,DESCRP,K,PLACE,CLEAR
112: 255 FORMAT(A6,2X,A12,2X,I2,2X,I4,2X,I3)
113: MM=MM+1
114: MSTR(MM) = LIN
115: MNAME(MM) = DESCRP
116: IMCAP(MM) = K
117: IMPLAT(MM)=PLACE
118: ICLRT(MM)=CLEAR
119: GOTO 250
120: C
121: 255 MT=0
122: 260 READ(24,265,END=260) LIN,DESCRP,K,ISPEED,CLASS,IAFP
123: 265 FORMAT(A6,2X,A12,2X,I2,2X,I3,2X,F4.1,2X,I3)
124: MT=MT+1
125: TSTR(MT) = LIN
126: TNAME(MT) = DESCRP
127: TICAP(MT) = K
128: ITESPD(MT)=ISPEED
129: VTCLAS(MT)=CLASS
130: ITAFP(MT)=IAFP
131: GOTO 255
132: C
133: 260 MC=0
134: 262 READ(25,210,END=264) LIN,DESCRP,K
135: MC=MC+1
136: CSTR(MC) = LIN
137: CNAME(MC) = DESCRP
138: ICCAP(MC) = K
139: GOTO 262
140: 264 MP=0
141: 265 READ(26,267,END=300) LIN,RNPOSN,DIGIN,FILLIN,K
142: 267 FORMAT(A6,2X,F5.2,2X,I3,2X,I3,2X,I2)
143: C WRITE(6,268)K
144: MP=MP+1
145: C 268 FORMAT(1X,*K=*,J2)
146: PSTR(MP) = LIN
147: POSCAP(MP) = RNPOSN
148: IDGCAP(MP)=DIGIN
149: IFLCAP(MP)=FILLIN
150: IPCAP(MP) = K
151: C WRITE(6,269)PSTR(MP),POSCAP(MP),IDGCAP(MP),IFLCAP(MP),IPCAP(MP)
152: C 269 FORMAT(1X,A6,2X,F5.2,2X,I3,2X,I3,2X,I2)
153: GOTO 265
154: C THE BELOW READS THE DATA FILE
155: C
156: 300 READ(IRFADU(II),310,END=500) ITPSNA,LIN,JQTY,ITP
157: 310 FORMAT(1S,67X,A6,40X,I7,1X,I3)
158: KT = KT + 1
159: IF(KT.EQ.1) STP = ITP
160: C

```

Figure E-I-16. Listing of Main CS/CSS Search Program
with 12 Internal Subroutines
(page 2 of 7 pages)

```

161: C      THE FOLLOWING COMPARES TPSN# OF INT. W/TPSN# IN DATA FILE.
162: C      IF THEY ARE NOT THE SAME, THE NEXT LINE IN FILE IS COMPARED.
163: C
164: C
165: C      IF (ITPSNA.NE.JTPSNA(JJ)) GOTO 700
166: C      CALL BRIDGE(JQTY,HR,PNAME,LIN)
167: C      CALL MINE(JQTY,MM,MNAME,LIN)
168: C      CALL TACHOB(JQTY,MT,TNAME,LIN)
169: C      CALL COMMO(JQTY,MC,CNAME,LIN)
170: C      CALL SANDT(JQTY,M,SNAME,LIN)
171: C      CALL PROPOS(JQTY,MP,POSCAP,IDGCAP,IFLCAP,LIN)
172: C      GOTO 300
173: C
174: 500 CALL OUTPT1(STP,JJ,TCOUNT)
175: C      CALL OUTPT2(ICLTOT,IPLTOT)
176: C      CALL OUTPT3
177: C      CALL OUTPT4
178: C      CALL OUTPT5
179: C      CALL OUTPT6(BOBSCP,BOBSCL,IOBCNT)
180: C      CALL OUTPUT(STP,JJ,ICLTOT,IPLTOT,BOBSCP,BOBSCL,IOBCNT,
181: C      *TCOUNT)
182: C      DO 510 KK=1,NUMYRS
183: C      REWIND TREADU(KK)
184: 510 CONTINUE
185: C      DO 515 LL = 21,30,1
186: C      REWIND LL
187: 515 CONTINUE
188: C      DO 540 INITLZ=1,100
189: C      IF (INITLZ.GT.60) GOTO 535
190: C      IF (INITLZ.GT.72) GOTO 525
191: C      IF (INITLZ.GT.20) GOTO 530
192: C      IF (INITLZ.GT.15) GOTO 520
193: C      IBVAR(INITLZ)=0
194: C      IMVAR(INITLZ)=0
195: 520 IPVAR(INITLZ)=0
196: C      BSETS(INITLZ)=0
197: 525 IBQTY(INITLZ)=0
198: 530 ITVAR(INITLZ)=0
199: C      ISVAR(INITLZ)=0
200: C      ICVAR(INITLZ)=0
201: 540 CONTINUE
202: C      ICOUNT=ICOUNT+1
203: C      MT=0
204: C      NVEH=0
205: C      NBRIDG=0
206: C      ISFLAG=0
207: C      IAVLB=0
208: 600 CONTINUE
209: 700 CONTINUE
210: C      CLOSE (UNIT=16)
211: 750 STOP
212: C      END
213: C
214: C      SUBROUTINE OUTPUT COMPARES LINES IN DATA FILE WITH LINES
215: C      IN INPUT FILES. IF THEY ARE THE SAME THE QTY'S ARE ADDED.
216: C
217: C
218: C      SUBROUTINE SANDT(JQTY,M,SNAME,LIN)
219: C
220: C      CHARACTER*12 NAMES(60),SNAME(AC)
221: C
222: C
223: C      CHARACTER LIN*6
224: C      CHARACTER*6 STR(60)
225: C      DIMENSION ISCAP(60),ISQTY(60)
226: C      COMMON// STR,ISCAP,ISQTY,ISVAR(60),NAMES
227: C      COMMON/S/ITYPE(60),HAUL(60),ITEMP(60),HTEMP(60)
228: C      K=0
229: C      DO 50 J=1,M
230: C      IF (L IN .EQ. STR(J)) K= ISCAP(J)
231: C      IF (L IN .EQ. STR(J)) ISQTY(J)= ISQTY(J)+JQTY
232: C      IF (L IN .EQ. STR(J)) GOTO 55
233: 50 CONTINUE
234: C      IF (K.EQ.0) GOTO 100
235: 55 ISVAR(K)=ISVAR(K)+JQTY
236: C      NAMES(K)=SNAME(J)
237: C      ITYPE(K)=ITEMP(J)
238: C      HAUL(K)=HTEMP(J)
239: C      WRITE(6,90) ISVAR(K),NAMES(K)
240: C      90 FORMAT(1X,'ISVAR= ',I7,3X,'NAME= ',A12)
241: 100 RETURN
242: C      END

```

Figure E-I-16. Listing of Main CS/CSS Search Program
with 12 Internal Subroutines
(page 3 of 7 pages)

```

243:C
244:C
245:C
246:C
247:C
248:C
249:C
250:C
251:C
252:C
253:C
254:C
255:C
256:C
257:C
258:C
259:C
260:C
261:C
262:C
263:C
264:C
265:C
266:C
267:C
268:C
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314:C
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318:C
319:C
320:C
321:C
322:C
323:C
324:C

```

```

*****
SUBROUTINE MINE(JQTY,MM,MNAME,LIN)
*****
CHARACTER*12 NAME(15),MNAME(32)
CHARACTER*6 MSTR(32)
CHARACTER LIN*6
DIMENSION IMCAP(32),IMQTY(32)
COMMON/M/ MSTR,IMCAP,IMQTY,IMVAR(15),NAME
COMMON/M2/IPLACE(20),ICLEAR(20),IMPLAT(20),ICLRT(20)
K=C
DO 50 J=1,MM
  IF(LIN.EQ.MSTR(J))K=IMCAP(J)
  IF(LIN.EQ.MSTR(J))IMQTY(J)=IMQTY(J)+JQTY
  IF(LIN.EQ.MSTR(J))GOTO55
CONTINUE
IF(K.EQ.0)GOTO 100
IMVAR(K)=IMVAR(K)+JQTY
NAME(K)=MNAME(J)
IPLACE(K)=IMPLAT(J)
ICLEAR(K)=ICLRT(J)
WRITE(6,90)IMVAR(K),NAME(K),IPLACE(K),ICLEAR(K)
90 FORMAT(1X,'IMVAR=',I7,3X,'NAME=',A12,3X,'PLAC=',I4,3X,
  *'CLEAR=',I4)
100 RETURN
END
*****
SUBROUTINE BRIDGE(JQTY,MB,BNAME,LIN)
*****
INCLUDE BPDAT,LIST
INCLUDE BOGPOU,LIST
CHARACTER*12 NAME(15),BNAME(32)
CHARACTER*6 BSTR(32)
CHARACTER LIN*6
DIMENSION IBCAP(32),IBQTY(32)
COMMON/B/ BSTR,IBCAP,IBQTY,IBVAR(15),NAMEB
K=C
DO 50 J=1,MB
  IF(LIN.EQ.BSTR(J))K=IBCAP(J)
  IF(LIN.EQ.BSTR(J))IBQTY(J)=IBQTY(J)+JQTY
  IF(LIN.EQ.BSTR(J))GOTO55
CONTINUE
IF(K.EQ.0)GOTO 100
IBVAR(K)=IBVAR(K)+JQTY
NAMEB(K)=BNAME(J)
IBTNUM(K)=IBTAPP(J)
100 RETURN
END
*****
SUBROUTINE TACMOB(JQTY,MT,TNAME,LIN)
*****
INCLUDE BPDAT,LIST
INCLUDE BOGPOU,LIST
CHARACTER*12 NAME(160),TNAME(60)
CHARACTER*6 TSTR(60)
CHARACTER LIN*6
DIMENSION ITCAP(60),ITQTY(60)
COMMON/T/ TSTR,ITCAP,ITQTY,ITVAR(60),NAMET
COMMON/T2/ITSPD(60),ITE SPD(60)
K=C
DO 50 J=1,MT
  IF(LIN.EQ.TSTR(J))THEN
    K=ITCAP(J)
    ITQTY(J)=ITQTY(J)+JQTY
    GOTO55
  ENDIF
CONTINUE
IF(K.EQ.0)GOTO 100
ITVAR(K)=ITVAR(K)+JQTY
NAMET(K)=TNAME(J)
ITSPD(K)=ITE SPD(J)
IF(ITE SPD(J).GT.120)GOTO 100
NVEH=NVEH+1
VNUM(NVEH)=ITAPP(J)

```

Figure E-I-16. Listing of Main CS/CSS Search Program
with 12 Internal Subroutines
(page 4 of 7 pages)

```

325:      VCLAS(INVEH)=VTCLAS(J)
326:      VDESC(INVEH)=TNAME(J)
327:      NV(INVEH)=FLCAT(JQTY)
328:      C  WRITE(6,90)ITVAR(K),NAMEC(K)
329:      C  FORMAT(1X,'ITVAR= ',I7,3X,'NAMEC= ',A12)
330:      C  RETURN
331:      C  END
332:      C
333:      C *****
334:      C  SUBROUTINE COMMO(JQTY,MC,CNAME,LIN)
335:      C *****
336:      C
337:      CHARACTER*12 NAMEC(100), CNAME(100)
338:      CHARACTER*6 CSTR(100)
339:      CHARACTER LIN*6
340:      DIMENSION ICCAP(100),ICQTY(100)
341:      COMMON/C/ CSTR,ICCAP,ICQTY,ICVAR(100),NAMEC
342:      C
343:      K=0
344:      DO 50 J=1,MC
345:          IF(LIN.EQ.CSTR(J))K=ICCAP(J)
346:          IF(LIN.EQ.CSTR(J))ICQTY(J)=ICQTY(J)+JQTY
347:          IF(LIN.EQ.CSTR(J))GOTO55
348:      50 CONTINUE
349:      IF(K.EQ.0)GOTO 100
350:      ICVAR(K)=ICVAR(K)+JQTY
351:      NAMEC(K)=CNAME(J)
352:      C  WRITE(6,90)ICVAR(K),NAMEC(K)
353:      C  FORMAT(1X,'ICVAR= ',I7,3X,'NAMEC= ',A12)
354:      C  RETURN
355:      C  END
356:      C
357:      C *****
358:      C  SUBROUTINE PPOPOS(JQTY,MP,POSCAP,IDGCAP,IFLCAP,LIN)
359:      C *****
360:      C
361:      CHARACTER*6 PSTRT(20)
362:      CHARACTER LIN*6
363:      DIMENSION IPCAP(20),IPQTY(20),IFLCAP(20),IDGCAP(20),POSCAP(20)
364:      COMMON/P/ PSTRT,PCAP,IPQTY,IPVAR(20),IFLTOT(20),IDGTOT(20),
365:      *POSTOT(20)
366:      C
367:      K=0
368:      DO 50 J=1,MP
369:          IF(LIN.EQ.PSTRT(J))K=PCAP(J)
370:          IF(LIN.EQ.PSTRT(J))IPQTY(J)=IPQTY(J)+JQTY
371:          IF(LIN.EQ.PSTRT(J))GOTO55
372:      50 CONTINUE
373:      IF(K.EQ.0)GOTO 100
374:      IPVAR(K)=IPVAR(K)+JQTY
375:      POSTOT(K)=POSCAP(J)
376:      IDGTOT(K)=IDGCAP(J)
377:      IFLTOT(K)=IFLCAP(J)
378:      C  WRITE(6,90)IPVAR(K),POSTOT(K),IDGTOT(K),IFLTOT(K)
379:      C  90 FORMAT(1X,'IPVAR= ',I7,3X,'POSTOT= ',F5.2,1X,'IDGTOT= ',IS,2X,
380:      *IFLTOT= ',IS)
381:      C  RETURN
382:      C  END
383:      C  SUBROUTINE OUTPT1 SIMPLY PROVIDES FOR HARD COPY OUTPUT.
384:      C
385:      C *****
386:      C  SUBROUTINE OUTPT1(STP,JJ,TCOUNT)
387:      C *****
388:      C
389:      INTEGER STP,TCOUNT
390:      CHARACTER*12 NAMES(60)
391:      CHARACTER*6 STR(60)
392:      DIMENSION ISCAP(60),ISQTY(60)
393:      COMMON JTPSNA(15)
394:      COMMON/A/ STR,ISCAP,ISQTY,ISVAR(60),NAMES
395:      TCOUNT=7
396:      4RITE(6,503)
397:      4RITE(6,501) STP,JTPSNA(JJ)
398:      4RITE(6,503)
399:      501 FORMAT(1X,'SUPPLY AND TRANSPORTATION DATA')
400:      C  WRITE(6,501)
401:      501 FORMAT(1X,'TIME PERIOD = ',I3,2X,'JTPSNA = ',J5//)
402:      503 FORMAT(1X,'*****')
403:      505 DO 600 K=1,60
404:      4RITE(6,507)ISVAR(K)
405:      507 FORMAT(1X,I7)
406:      IF(ISVAR(K).EQ.C)GOTO600

```

Figure E-I-16. Listing of Main CS/CSS Search Program
with 12 Internal Subroutines
(page 5 of 7 pages)


```

407:      TCOUNT=TCOUNT+1
408:      WRITE(6,510) ISVAR(K),NAMES(K)
409:510      FORMAT(1X,I7,1X,A12)
410:600      CONTINUE
411:      RETURN
412:      END
413:C
414:C PROVIDES OUTPUT FOR MINE/COUNTERMINE DATA
415:C
416:C *****
417:      SUBROUTINE OUTPTZ(ICLTOT,IPLTOT)
418:C *****
419:C
420:      DIMENSION IMCAP(32), IMQTY(32)
421:      CHARACTER*12 NAMEM(15)
422:      CHARACTER MSTR(32)*6
423:C
424:      COMMON/M/ MSTP,IMCAP,IMQTY,IMVAR(15),NAMEM
425:      COMMON/M2/IPLACE(20),ICLEAR(20),IMPLAT(20),ICLRT(20)
426:      IPLTOT=0
427:      ICLTOT=0
428:C
429:      WRITE(6,500)
430:500      FORMAT('1',1X,'MINE/COUNTERMINE DATA')
431:      WRITE(6,501)
432:501      FORMAT(1X,'*****')
433:      WRITE(6,502)
434:502      FORMAT('1',1X,'MINEPLACEMENT')
435:      WRITE(6,503)
436:503      FORMAT('1',1X,'--LIN#--',3X,'---ITEM---',2X,'QTY',2X,'MINES/HR')
437:C
438:      DO 600 K = 1,15
439:      IF(IMVAR(K).EQ.0) GO TO 600
440:      IF(IPLACE(K).EQ.0) GO TO 600
441:      IPLTOT=IPLTOT+(IMVAR(K)*IPLACE(K))
442:C
443:C
444:      WRITE(6,504) MSTR(K),NAMEM(K),IMQTY(K),IPLACE(K)
445:504      FORMAT('1',1X,A6,2X,A12,2X,I5,2X,I4)
446:C
447:600      CONTINUE
448:C
449:      WRITE(6,620) IPLTOT
450:620      FORMAT('1',1X,'EQUIPMENT MINELAYING CAP PER HOUR = ',I7)
451:      WRITE(6,630)
452:630      FORMAT('1',1X,'MINECLEARING DATA')
453:      WRITE(6,501)
454:      DO 700 K = 1,15
455:      IF(IMVAR(K).EQ.0) GO TO 700
456:      IF(ICLEAR(K).EQ.0) GO TO 700
457:      ICLTOT=ICLTOT+(IMVAR(K)*ICLEAR(K))
458:      WRITE(6,504) MSTR(K),NAMEM(K),IMQTY(K),ICLEAR(K)
459:700      CONTINUE
460:      WRITE(6,710) ICLTOT
461:710      FORMAT(1X,'EQUIPMENT MINECLEARING CAPACITY PER HOUR = ',I7)
462:      RETURN
463:      END
464:C
465:C PROVIDES OUTPUT FOR BRIDGING DATA
466:C
467:C *****
468:      SUBROUTINE OUTPT3
469:C *****
470:C
471:      INCLUDE BGGPOU,LIST
472:      INCLUDE BPDAT,LIST
473:      CHARACTER*12 NAMEB(15)
474:      CHARACTER*6 BSTR(32)
475:      DIMENSION IBCAP(32),IBQTY(32)
476:      COMMON/P/ BSTR,IBCAP,IBQTY,IBVAR(15),NAMEB
477:C
478:      WRITE(6,500)
479:500      FORMAT('1',1X,'BRIDGING DATA')
480:      WRITE(6,502)
481:502      FORMAT('1',1X,'--LIN#--',2X,'---ITEM---',2X,'QTY')
482:C
483:      DO 600 K = 1,15
484:      IF(IVAR(K).EQ.0) GO TO 600
485:      NBRIDG=NBRIDG+1
486:      IF(BSTR(K).EQ.'K97376') THEN
487:      BSETS(NBRIDG)=FLOAT(IBQTY(K))/30.
488:      ELSE

```

Figure E-I-16. Listing of Main CS/CSS Search Program
with 12 Internal Subroutines
(page 6 of 7 pages)

```

489:      BSETS(NBRIDG)=FLOAT(IBQTY(K))
490:      ENDOF
491:      BNUM(NBRIDG)=IBTNUM(K)
492:      BDESC(NBRIDG)=NAMEB(K)
493:      WRITE(6,510) BSTP(K),NAMEB(K),IBQTY(K)
494:510      FORMAT(1X,A6,3Y,A12,2X,I3)
495:600      CONTINUE
496:      RETURN
497:      END
498:C
499:C
500:C
501:C
502:C
503:C
504:C
505:C
506:C
507:C
508:C
509:500      WRITE(6,500)
510:500      FORMAT('1',1X,'TACTICAL MOBILITY DATA',/)
511:505      WRITE(6,505)
512:505      FORMAT(' ',1X,'SPEED (KPH)',2X,'QUANTITY')
513:C
514:C
515:C
516:510      DO 600 K=1,60
517:600      IF (ITVAR(K).EQ. 0)GOTO 600
518:      WRITE(6,510)NAMEB(K),ITVAR(K)
519:      FORMAT(1X,A12,4X,I7)
520:      CONTINUE
521:      RETURN
522:      END
523:C
524:C
525:C
526:C
527:C
528:C
529:C
530:C
531:C
532:C
533:C
534:C
535:C
536:C
537:C
538:C
539:C
540:C
541:C
542:C
543:500      WRITE(6,500)
544:500      FORMAT('1',1X,'PROTECTIVE POSITION DATA',/)
545:505      WRITE(6,505)
546:505      FORMAT(' ',1X,'POSITIONS/HR',4X,'QUANTITY')
547:C
548:C
549:C
550:C
551:C
552:C
553:C
554:C
555:C
556:C
557:C
558:510      DO 600 K=1,20
559:600      IF (IPVAR(K).EQ. 0)GOTO 600
560:      BORSCL = BORSCL + ( IPGTOT(K) * IPVAR(K) )
561:      IF (IDGTOT(K).NE.0)IOBCNT=IOBCNT+1
562:      BORSCL = BORSCL + ( IFLTOT(K) * IPVAR(K) )
563:      IF (POSTOT(K).EQ.0)GO TO 600
564:      WRITE(6,510)POSTOT(K),IPVAR(K)
565:      FORMAT(3X,F5.2,4X,I5)
566:      CONTINUE
567:C
568:C
569:C
570:C
571:C
572:C
573:520      WRITE(6,520)BORSCL
574:520      FORMAT(1X,'BLUE OBSTACLE CREATION RATE = ',I7)
575:530      WRITE(6,530)IOBCNT
576:530      FORMAT(1X,'BLUE OBSTACLE CLEARANCE RATE = ',I7)
577:      RETURN
578:      END
579:C
580:C
581:C
582:C
583:C
584:C
585:C
586:C
587:C
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747:C
748:C
749:C
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751:C
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764:C
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766:C
767:C
768:C
769:C
770:C
771:C
772:C
773:C
774:C
775:C
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781:C
782:C
783:C
784:C
785:C
786:C
787:C
788:C
789:C
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794:C
795:C
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799:C
800:C
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815:C
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819:C
820:C
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822:C
823:C
824:C
825:C
826:C
827:C
828:C
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835:C
836:C
837:C
838:C
839:C
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847:C
848:C
849:C
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858:C
859:C
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863:C
864:C
865:C
866:C
867:C
868:C
869:C
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882:C
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885:C
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887:C
888:C
889:C
890:C
891:C
892:C
893:C
894:C
895:C
896:C
897:C
898:C
899:C
900:C
901:C
902:C
903:C
904:C
905:C
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931:C
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937:C
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940:C
941:C
942:C
943:C
944:C
945:C
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977:C
978:C
979:C
980:C
981:C
982:C
983:C
984:C
985:C
986:C
987:C
988:C
989:C
990:C
991:C
992:C
993:C
994:C
995:C
996:C
997:C
998:C
999:C

```

Figure E-I-16. Listing of Main CS/CSS Search Program
with 12 Internal Subroutines
(page 7 of 7 pages)

```

1:      SUBROUTINE OUTPUT(STP,JJ,ICLTOT,IPLTOT,BOBSCR,BOBSCL,IOBCNT,
2:      *TCCOUNT)
3:      INCLUDE BDGPOU,LIST
4:      INCLUDE BPDAT,LIST
5:      INTEGER GNDCNT,AIRCNT,BOBSCR,BOBSCL,TCCOUNT
6:      INTEGER IPLTOT,ICLTOT,STP
7:      INTEGER NUMENG,NUMBER
8:      REAL BMAINF
9:      CHARACTER*6 POSTUR(4)
10:     CHARACTER*6 TSTR(60)
11:     CHARACTER*6 CSTR(100)
12:     CHARACTER*6 PSTP(20)
13:     CHARACTER*6 STR(60)
14:     CHARACTER*5 IDENT,IDNAME
15:     DIMENSION ISCAP(60),ISQTY(60)
16:     DIMENSION ICCAP(100),ICQTY(100)
17:     DIMENSION IPCAP(20),IPQTY(20),IFLCAP(20),IDGCAP(20),POSCAP(20)
18:     DIMENSION ITCAP(60),ITQTY(60)
19:     CHARACTER*12 NAMES(60),SNAME(60)
20:     CHARACTER*12 NAMEC(60),TNAME(60)
21:     CHARACTER*12 NAMEC(100),CNAME(100)
22:     DIMENSION RMAINT(4),RAMMO(4),RPOL(4),BSURGE(4),RSURGE(4)
23:     DIMENSION REDBRG(4)
24:     COMMON JTPSNA(15)
25:     COMMON/S/ITYPE(60),HAUL(60),ITEMP(60),HTEMP(60)
26:     COMMON/A/ STR,ISCAP,ISQTY,ISVAR(60),NAMES
27:     COMMON/P/ BSTR,IBCAP,IBQTY,IBVAR(15),NAMES
28:     COMMON/M/ MSTR,IMCAP,IMQTY,IMVAR(15),NAMES
29:     COMMON/T/ TSTR,ITCAP,ITQTY,ITVAR(60),NAMEC
30:     COMMON/T2/ISPED(60),ITESPD(60)
31:     COMMON/C/ CSTR,ICCAP,ICQTY,ICVAR(100),NAMEC
32:     COMMON/P/ PSTP,PCAP,IPQTY,IPVAR(20),IFLTOT(20),IDGTOT(20),
33:     *POSTOT(20)
34:     COMMON/M2/IPLACE(20),ICLEAR(20),IMPLAT(20),ICLRT(20)
35:     POSTUR(1)='PAPD'
36:     POSTUR(2)='STATIC'
37:     POSTUR(3)='RACE'
38:     POSTUR(4)='PAPD'
39:     RMAINT(1)=.3072
40:     RMAINT(2)=.8781
41:     RMAINT(3)=.4398
42:     RMAINT(4)=.5857
43:     RAMMO(1)=2223.53
44:     RAMMO(2)=1866.92
45:     RAMMO(3)=1866.92
46:     RAMMO(4)=2223.53
47:     RPOL(1)=105.7
48:     RPOL(2)=42.29
49:     RPOL(3)=147.98
50:     RPOL(4)=63.42
51: C
52: C
53: C
54: C *****
55: C * 1984 SURGE FACTORS FOR MICAFII STUDY ARE FOLLOWING
56: C *****
57: C
58:     BSURGE(1)=2.65
59:     BSURGE(2)=1.0
60:     BSURGE(3)=9.65
61:     BSURGE(4)=1.47
62:     RSURGE(1)=0.52
63:     RSURGE(2)=1.0
64:     RSURGE(3)=0.16
65:     RSURGE(4)=1.17
66:     REDBRG(1)=.88
67:     REDBRG(2)=.85
68:     REDBRG(3)=.88
69:     REDBRG(4)=.85
70:     IBFLAG=0
71:     CALL PRPROG(BMAINF,NUMENG,NUMBER,STP,JJ)
72:     DO 900 0GLOOP=1,4
73:     AIRCNT=0
74:     GNDCNT=0
75:     IF(0GLOOP.NE.1)GOTO4
76:     READ(28,3,END=4)KTPSN,IDNAME
77:     3  FORMAT(15,5X,A5)
78:     IF (KTPSN.EQ.JTPSNA(JJ)) THEN

```

Figure E-I-17. Listing of Output Subroutine to Search Program
with One Internal Subroutine
(page 1 of 6 pages)

```

79:         IDENT=IDNAME
80:         GOTO 4
81:     ENDIF
82:     GOTO 2
83: 4 WRITE(20,5)PGL00P,POSTUR(BGLOOP),IDENT,INT(STP/10)
84: 5 FORMAT(9X,J2,5X,A6,5X,A5,I2)
85: WRITE(20,10)
86: 10 FORMAT(9X,'F',9X,'1.0',7X,'1.0')
87: WRITE(20,20)
88: 20 FORMAT(9X,'77.10',5X,'227.60',4X,'3.02')
89: C
90: C * NOTE! GNDCNT IS THE NUMBER OF GROUPS OF TACTICAL VEHICLES,
91: C * WHICH ARE GROUPED BY COMMON TACTICAL SPEEDS.GNDCNT REPRESENTS
92: C * GROUND VEHICLE COUNT
93: C
94: DO 25 I=1,60
95: IF(ISPED(I).EQ.0)GOTO 25
96: IF(ISPED(I).GT.130)GOTO 23
97: GNDCNT=GNDCNT+1
98: GOTO 25
99: 23 AIRCNT=AIRCNT+1
100: 25 CONTINUE
101: WRITE(20,30)GNDCNT
102: 30 FORMAT(8X,I2)
103: DO 50 I=1,60
104: IF(ISPED(I).EQ.0)GO TO 50
105: IF(ISPED(I).GT.130)GO TO 50
106: WRITE(20,40)ITVAR(I),ISPED(I)
107: 40 FORMAT(8X,I4,6X,I3)
108: 50 CONTINUE
109: C
110: WRITE(20,55)AIRCNT
111: 55 FORMAT(9X,I2)
112: DO 70 I=1, 60
113: IF(ISPED(I).EQ. 0)GO TO 70
114: IF(ISPED(I).LE. 130)GO TO 70
115: WRITE(20,60)ITVAR(I),ISPED(I)
116: 60 FORMAT(8X,I4,6X,I3)
117: 70 CONTINUE
118: C
119: C * THE FOLLOWING IS THE RED OBSTACLE CLEARING RATE, AND MAY
120: C * VARY DEPENDING ON THE TYPE OF OPPOSING FORCE.
121: C
122: WRITE(20,80)
123: 80 FORMAT(9X,'3426')
124: C
125: C * THE FOLLOWING, BOBSCR, REPRESENTS THE BLUE OBSTACLE
126: C * CREATION RATE (CUBIC METERS/HOUR).
127: C
128: WRITE(20,90)BOBSCR
129: 90 FORMAT(8X,I5)
130: WRITE(20,10)
131: C
132: C * THE FOLLOWING ARE FIGURES THAT DEAL WITH RED TACTICAL MOB-
133: C * ILITY. THE FIRST FIGURE IS THE WEIGHTED AVG GROUND VEHICLE
134: C * SPEED. THE SECOND FIGURE IS THE WEIGHTED AVG HELICOPTER
135: C * SPEED. THE THIRD FIGURE IS THE SECOND FIGURE DIVIDED BY
136: C * FIRST. THESE NUMBERS WILL VARY WITH THE OPPOSING FORCE.
137: C
138: C
139: WRITE(20,100)
140: 100 FORMAT(9X,'77.10',5X,'227.60',4X,'3.94')
141: C
142: C * THE FOLLOWING IS THE NUMBER OF GROUPS OF RED GROUND TAC
143: C * VEHICLES, GROUPED BY TACTICAL VEHICLE SPEED, FOLLOWED BY
144: C * THE NUMBER OF VEHICLES AND THEIR SPEEDS IN KPH.
145: C
146: WRITE(20,110)
147: 110 FORMAT(9X,'2'/9X,'33',8X,'85'/9X,'330',7X,'80'/9X,'148',7X,
148: *'75'/9X,'88',8X,'70'/9X,'9',9X,'62.5'/9X,'362',7X,'60'/9X,'170',
149: *'7X,'50'/9X,'36',8X,'44')
150: C
151: C * THE FOLLOWING IS THE NUMBER OF GROUPS OF RED HELICOPTERS,
152: C * THEIR QUANTITIES (LHS) AND THEIR SPEEDS IN KPH.
153: C
154: WRITE(20,120)
155: 120 FORMAT(9X,'2'/9X,'6',9X,'215'/9X,'6',9X,'315')
156: C
157: C * THE FOLLOWING IS THE BLUE OBSTACLE CLEARANCE RATE IN TERMS
158: C * OF CUBIC METERS OF SOIL PER HOUR. IT IS COMPUTED VIA SUB-
159: C * ROUTINES PPOPSN AND OUTPT6.
160: C

```

Figure E-I-17. Listing of Output Subroutine to Search Program
with One Internal Subroutine
(page 2 of 6 pages)

```

161:      WRITE(27,130)BOBSCL
162: 130 FORMAT(9X,15)
163:C
164:C      * THE FOLLOWING IS THE RED OBSTACLE CREATION RATE AND
165:C      * VARIES WITH THE OPPOSING FORCE.
166:C
167:      WRITE(20,140)
168: 140 FORMAT(9X,'8482')
169:C
170:C      * THE FOLLOWING DEALS WITH BLUE BRIDGING FACTOR. THE VALUE IN
171:C      * 3RD COLUMN VARIES FROM DIVISION TO DIVISION, DEPENDING ON
172:C      * HAND BRIDGING ASSETS AND DIVISIONAL ASSETS & DIVISIONAL
173:C      * VEHICLE. THIS VALUE IS DETERMINED BY THE BRIDGE SUB-
174:C      * ROUTINE, OUTPT AND A BRIDGE CAPABILITY FACTOR ROUTINE.
175:C
176:      BCAP=0
177:      IF(NBRIDG.NE.0)CALL BPGPRE
178:      REWIND 70
179:      WRITE(20,150)BCAP
180: 150 FORMAT(9X,'T',9X,'1.0',7X,F8.3)
181:C
182:C      * THE FOLLOWING IS AS ABOVE, EXCEPT FOR RED FORCES, AND WAS
183:C      * DETERMINED VIA THE 'BEAN COUNT' METHOD. IT VARIES AS THE
184:C      * RED FORCES VARY.
185:C
186:      WRITE(20,160)PEDBPG(BGLOOP)
187: 160 FORMAT(9X,'T',9X,'1.0',7X,F4.3)
188:      WRITE(20,10)
189:C
190:C      * THE FOLLOWING CONCERNS MINEPLACEMENT CAPABILITY. THE 1ST
191:C      * COLUMN FIGURES REPRESENT BLUE EQUIPMENT MINELAYING CAPA-
192:C      * BILITY (IPLTOT). THE 2ND FIGURE REPRESENTS THE NUMBER OF
193:C      * DIVISIONAL PERSONNEL (E-7 AND BELOW) THAT HAVE BEEN TRAIN-
194:C      * ED TO EMPLACE MINEFIELDS (BASED ON MOS). THIS FIGURE
195:C      * CURRENTLY MUST BE PLACED IN THE OUTPUT FILE SEPARATELY
196:C      * BUT CAN BE AUTOMATED. THE 3RD FIGURE (29) REPRESENTS THE
197:C      * NUMBER OF LANES REQUIRED IN A RED DIVISION FRONT. THIS
198:C      * WILL PROBABLY REMAIN CONSTANT FOR ALL RED DIVISIONS, BUT
199:C      * SHOULD PROBABLY BE VALIDATED WITH CHANGES IN RED FORCE
200:C      * STRUCTURE.
201:C      * THE 4TH FIGURE REPRESENTS LANE WIDTH. THE 5TH FIGURE
202:C      * REPRESENTS THE WIDTH OF A RED DIVISION FRONT IN METERS.
203:C      * IT SHOULD ALSO BE VALIDATED WITH THE TYPE OF RED DIVISION
204:C      * AND THE TYPE OF TERRAIN THE BATTLE IS FOUGHT IN.
205:C
206:      WRITE(27,180)IPLTOT,NUMENG
207: 180 FORMAT(7X,15,7X,I3,7X,'26',8X,'3.736',5X,'12500')
208:C
209:C      *THE FOLLOWING FIGURE REPRESENTS RED EQUIPMENT MINECLEAR-
210:C      *ING CAPABILITY, AND WILL VARY WITH CHANGES IN RED FORCES
211:C
212:C
213:C
214:      WRITE(20,190)
215: 190 FORMAT(9X,'573.14')
216:      WRITE(20,10)
217:C
218:C
219:C      * THE FOLLOWING FIGURES ARE SIMILAR TO THE ABOVE, BUT FOR
220:C      * THE RED FORCES. 1ST FIGURE IS RED M.F. EQUIPMENT LAYING
221:C      * CAPABILITY. 2ND FIGURE IS # OF PERSONNEL CAPABLE OF M.F.
222:C      * INSTALLATION. THE 3RD FIGURE REPRESENTS # OF LANES RE-
223:C      * QUIPED PER BLUE DIVISION FRONT. THE 5TH FIGURE REPRESENTS
224:C      * THE WIDTH OF AN U.S. DIVISION FRONT.
225:C
226:C
227:      WRITE(20,200)
228: 200 FORMAT(9X,'4800',6X,'0',9X,'12',8X,'8',9X,'30000')
229:C
230:C
231:C      * THE FOLLOWING REPRESENTS TOTAL BLUE MINECLEARING EQUIP
232:C      * CAPABILITY.
233:C
234:C
235:      WRITE(20,210)ICLTOT
236: 210 FORMAT(9X,J5)
237:      WRITE(20,10)
238:C
239:C
240:C      * THE FOLLOWING REPRESENTS THE NUMBER OF TYPES OF BLUE
241:C      * PROTECTIVE POSITION CREATION EQUIPMENT.
242:C

```

Figure E-I-17. Listing of Output Subroutine to Search Program
with One Internal Subroutine
(page 3 of 6 pages)


```

243:C
244: WRITE(20,230)IOBCNT
245: 230 FORMAT(IX,I2)
246:C
247:C
248:C * THE LEFT HAND COLUMN OF THE FOLLOWING REPRESENTS THE
249:C * QUANTITY OF EQUIPMENT, AND THE RIGHT COLUMN REPRESENTS
250:C * THE NUMBER OF PROTECTIVE POSITIONS PER HOUR IT CAN
251:C * CREATE.
252:C
253:C
254:C DO 240 K=1,20
255: IF((POSTOT(K).EQ.0).OR.(IPVAR(K).EQ.0))GO TO 240
256: WRITE(20,235)IPVAR(K),POSTOT(K)
257: 235 FORMAT(9X,I2,7X,F5.2)
258: 240 CONTINUE
259:C
260: WRITE(20,10)
261:C
262:C *****
263:C * THE NEXT VALUE REPRESENTS THE # OF GROUPS OF RED ENGI-
264:C * NEER EQUIPMENT CAPABLE OF CREATING PROTECTIVE POSITIONS.
265:C * FOLLOWING THAT VALUE ARE TWO COLUMNS REPRESENTING THE
266:C * QUANTITY OF THE EQUIPMENT IN EACH GROUP AND THE # OF
267:C * POSITIONS THAT CAN BE CONSTRUCTED PER HOUR PER PIFCE
268:C * OF EQUIPMENT. THE # OF GROUPS OF EQUIPMENT, THEIR QUAN-
269:C * TITIES AND CREATION RATES CAN BE EXPECTED TO CHANGE IF
270:C * THE RED FORCE CHANGES.
271:C *****
272:C
273: WRITE(20,250)
274: 250 FORMAT(9X,'6'/9X,'8'/9X,'7.47'/9X,'12'/9X,'3.88'/9X,'12'/
275: *8X,'1.91'/9X,'2'/9X,'2.33'/9X,'12'/9X,'2.95'/9X,'2'/9X,
276: *'1.40')
277:C
278: WRITE(20,10)
279:C
280:C *****
281:C * THE FOLLOWING DEALS WITH COMMUNICATIONS AND JAMMING.
282:C * THE INTEGER VALUES ON THE LEFT REPRESENT RADIO QUANTI-
283:C * TIES, THE INTEGER VALUES ON THE RIGHT REPRESENT THE #
284:C * OF RED JAMMERS. THE REAL NUMBERS IN BETWEEN ARE MAJIC
285:C * NUMBERS.
286:C *****
287:C
288: WRITE(20,260)ICVAR(1)
289: 260 FORMAT(9X,I5,6X,'0.685',5X,'1.37685',3X,'0.8318',4X,'1')
290:C
291: WRITE(20,262)
292: 262 FORMAT(9X,'81.5',6X,'5')
293:C
294: WRITE(20,264)ICVAR(2)
295: 264 FORMAT(9X,I3,6X,'0.02',6X,'0.02394',3X,'0.0004',4X,'1')
296:C
297: WRITE(20,266)
298: 266 FORMAT(9X,'7.1',7X,'6')
299:C
300:C *****
301:C * THE FOLLOWING DEALS WITH MULTI-CHANNEL.
302:C *****
303:C
304: WRITE(20,268)ICVAR(4)
305: 268 FORMAT(9X,I4,6X,'0.02337',3X,'0.0004',4X,'2')
306:C
307: WRITE(20,270)
308: 270 FORMAT(9X,'1.714',6X,'3'/9X,'1.714',6X,'1')
309:C
310: WRITE(20,272)ICVAR(3)
311: 272 FORMAT(9X,I2,9X,'1.00',6X,'0.19',6X,'0.1674',4X,'1')
312:C
313: WRITE(20,273)
314: 273 FORMAT(9X,'1.25',6X,'4')
315:C
316: WRITE(20,10)
317:C
318:C *****
319:C * THE FOLLOWING DEALS WITH AN/TLO 15
320:C *****
321:C
322: WRITE(20,274)ICVAR(12)
323: 274 FORMAT(9X,'1.0',7X,'0.86',6X,'1.0',7X,'0.1016',4X,'1'/9X,
324: *'0.1433',3X,I2)

```

Figure E-I-17. Listing of Output Subroutine to Search Program
with One Internal Subroutine
(page 4 of 6 pages)

```

325: WRITE(275,275)
326: 275 FORMAT(9X,'1.0',7X,'0.685',5X,'1.0',7X,'0.4566',4X,'5')
327: C
328: C *****
329: C * THE FOLLOWING DEALS WITH AN/TLO 34, AN/TLO 17, PIRANA,
330: C * AN/MLC 33, AND AN/GLO-3
331: C *****
332: C
333: WRITE(276,276)ICVAR(06),ICVAR(07),ICVAR(08),ICVAR(09),
334: *ICVAR(11)
335: 276 FORMAT(9X,'0.0274',3X,I2/9X,'0.0274',4X,I2/9X,'0.00813',
336: *3X,I2/9X,'0.0183',4X,I2/9X,'0.00834',3X,I2)
337: C
338: C *****
339: C *THE FOLLOWING DEALS WITH AN/ALQ 151 AND UAVVHF
340: C *****
341: C
342: WRITE(278,278)ICVAR(10),ICVAR(13)
343: 278 FORMAT(9X,'1.0',7X,'0.315',5X,'1.0',7X,'0.2100',4X,'2'/9X,
344: *'.0223',5X,I2/9X,'0.00365',4X,I2)
345: C
346: C *****
347: C *THE FOLLOWING DEALS WITH BLUF AV RADAR
348: C *****
349: C
350: WRITE(280,280)ICVAR(14)
351: 280 FORMAT(9X,'1.0',7X,'0.40',6X,'1.0',7X,'.2317',5X,'1'/9X,
352: *'.00344',3X,I2)
353: C
354: WRITE(29,13)
355: C
356: WRITE(290,290)NUMBER,NUMBER,BSURGE(BGLOOP)
357: 290 FORMAT(9X,I5,4X,I5,4X,F5.2,7X,'5.90',6X,
358: *'.1.73')
359: C
360: WRITE(292,292)
361: 292 FORMAT(9X,'5.65',6X,'1.2',7X,'160.0',5X,'.5')
362: WRITE(29,10)
363: C
364: C *****
365: C * THE FOLLOWING DEALS WITH RED DIVISION STRENGTH/MEDICAL
366: C *****
367: C
368: WRITE(294,294)BSURGE(BGLOOP)
369: 294 FORMAT(9X,'11920',4X,'11920',4X,F5.2,7X,'18.0',6X,'5.1')
370: C
371: WRITE(296,296)
372: 296 FORMAT(9X,'6.00',6X,'1.7',7X,'500.0',5X,'.371')
373: C
374: WRITE(300,300)BMAINF
375: 300 FORMAT(9X,'T',9X,'1.0',7X,F6.4)
376: C
377: C *****
378: C *THE FOLLOWING DEALS WITH THE RED MAINTENANCE FACTOR,
379: C * AND VARIES WITH POSTURE
380: C *****
381: C
382: C
383: WRITE(310,310)BMAINT(BGLOOP)
384: 310 FORMAT(9X,'T',9X,'1.0',7X,F6.4)
385: C
386: WRITE(29,10)
387: C
388: C *****
389: C * THE FOLLOWING DEALS WITH S AND T ASSETS AND CAPABILITIES
390: C *****
391: C
392: WRITE(315,315)TCOUNT
393: 315 FORMAT(9X,I2)
394: C
395: DO 330 ITCNT=1,60
396: IF (ISVAR(ITCNT).EQ.0)GOTO330
397: WRITE(320,320)ISVAR(ITCNT),HAUL(ITCNT),ITYPE(ITCNT)
398: 320 FORMAT(8X,I4,6X,'1.0',7X,F6.2,2X,I1)
399: 330 CONTINUE
400: C
401: WRITE(340,340)
402: 340 FORMAT(9X,'8')
403: C
404: DO 410 INDIVD=1,8
405: IF (BGLOOP.EQ.2) GOTO 355
406: IF (BGLOOP.EQ.3) GOTO 365

```

Figure E-I-17. Listing of Output Subroutine to Search Program
with One Internal Subroutine
(page 5 of 6 pages)


```

407:      IF (BGLLOOP.EQ.4) GOTO 375
408:      READ(27,350)CONSUM
409:      350  FORMAT(F5.2)
410:      GOTO 390
411:      355  READ(27,360)CONSUM
412:      360  FORMAT(9X,F5.2)
413:      GOTO 390
414:      365  READ(27,370)CONSUM
415:      370  FORMAT(18X,F5.2)
416:      GOTO 390
417:      375  READ(27,380)CONSUM
418:      380  FORMAT(27X,F5.2)
419:      390  IF (INDIVD.EQ.8) GOTO 400
420:      WRITE(20,394)CONSUM
421:      394  FORMAT(9X,F5.2,5X,'0.0',7X,'1.0')
422:      GOTO 410
423:      400  WRITE(20,405)CONSUM
424:      405  FORMAT(9X,F5.2,5X,'0.3',7X,'0.7')
425:      410  CONTINUE
426:      WRITE(20,10)
427:  C
428:  C *****
429:  C * THE FOLLOWING IS RED DIVISION STRENGTH
430:  C *****
431:  C
432:  C
433:      WRITE(20,420)
434:      420  FORMAT(9X,'11920')
435:      WRITE(20,430)
436:      430  FORMAT(9X,'2'/9X,'1',9X,'1.0',7X,'4382.5',4X,'1')
437:      WRITE(20,435)
438:      435  FORMAT(9X,'2200',6X,'1.0',7X,'10449',5X,'2')
439:  C
440:  C
441:      WRITE(20,440)PAHMO(BGLLOOP)
442:      440  FORMAT(9X,'2'/9X,F7.2,3X,'0.0',7X,'1.0')
443:      WRITE(20,450)EPOL(BGLLOOP)
444:      450  FORMAT(9X,F6.2,4X,'0.0',7X,'1.0')
445:      REWIND 27
446:      900  CONTINUE
447:      IBFLAG=0
448:      RETURN
449:      END
450:  C
451:  C
452:  C
453:  C
454:      SUBROUTINE PRPROG(BMAINF,NUMENG,NUMBER,STP,JJ)
455:      *****
456:  C
457:      INTEGER NUMENG,NUMBER,IUYEAR,STP
458:      REAL BMAINF
459:      COMMON JTPSNA(15)
460:      5  READ(29,10,END=30)KKTPSN,IUYEAR,BMAINF,NUMENG,NUMBER
461:      10  FORMAT(1X,I5,2X,I2,2X,F5.4,2X,I3,2X,I5)
462:      IF((JTPSNA(JJ).EQ.KKTPSN).AND.(INT(STP/10).EQ.IUYEAR))THEN
463:          GOTO 30
464:      ENDIF
465:      GOTO 5
466:      30  RETURN
467:      END

```

Figure E-I-17. Listing of Output Subroutine to Search Program
with One Internal Subroutine
(page 6 of 6 pages)

```
1      ERRDAT PROC  
2      COMMON /ERRDAT/ NERRS, NEPRSL  
3      END
```

**Figure E-I-18. Listing of FORTRAN Proc Identifying Certain
COMMON Blocks in the BRIDGE Subroutine to
the Search Program**

```

1: SUBROUTINE BRGPRE
2:C *****
3:C * BRGPRE: AFP BRIDGE PRE-PROCESSOR *
4:C * * *
5:C *****
6:C
7:C
8: INCLUDE BPDAT,LIST
9: INCLUDE ERROAT,LIST
10: INCLUDE BDGROU,LIST
11:C
12: NERRS = 0
13:C GET INPUT DATA
14: CALL BPTN
15:C ANY ERRORS PREVENT FURTHER PROCESSING
16: IF (NERRS .GT. 0) STOP
17:C PROCESS EACH TYPE OF GAP IN TURN
18: DO 100 IG = 1,NGAPS
19:C SEE WHAT VEHICLES CAN CROSS, WHAT BRIDGES CAN BE USED
20: CALL BPGAPI(IG)
21: IF (POSSEL(IG) .GT. 0.0) THEN
22:C NUMBER OF CROSSING POINTS TO BE USED:
23: NCP = MIN(NCPD, NCPC(IG))
24:C COMPUTE CROSSING TIME
25: CALL BPCROS (IG, NCP, CT1)
26: IF (NCP .LT. NCPC(IG)) THEN
27:C TRY AGAIN WITH ONE ADDITIONAL CROSSING POINT
28: CALL BPCROS (IG, NCP+1, CT2)
29: CT1 = MIN(CT1, CT2)
30: ENDOF
31: GAPCTM(IG) = CT1
32: ELSE
33: GAPCTM(IG) = 0.0
34: ENDOF
35:100 CONTINUE
36:C COMPUTE BRIDGING CAPABILITY
37: CALL BPCAP
38: RETURN
39: END

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 1 of 15 pages)

```

1:      SUBROUTINE BPNEXT (NCP, TNEW, ICP)
2:      *****
3:      *
4:      * BPNEXT: TIME OF NEXT EVENT
5:      *
6:      *****
7:
8:      INCLUDE BPDAT,LIST
9:
10:     ICP = 1
11:     TNEW = TNEXT(1)
12:     DO 100 JCP = 1,NCP
13:       IF (TNEXT(JCP) .LT. TNEW) THEN
14:         ICP = JCP
15:         TNEW = TNEXT(JCP)
16:       ENDIF
17: 100 CONTINUE
18:     IF (TNEW .GT. TNOW) THEN
19:       WRITE (6,60) TNOW, (VNUM(IVT(JCP)), JCP=1,NCP)
20:       FORMAT (1X, F8.2, ('10, 30I4'))
21:     ENDIF
22: CCCCCC DEBUG START
23: C     IF (TNEW .GT. TNOW) THEN
24: C       WRITE (6,61) TNOW,
25: C61     FORMAT ('CTIME =', F8.2)
26: C       WRITE (6,62) 'CROSS PT', (JCP, JCP=1,NCP)
27: C62     FORMAT (1X, A, T15, 20I5)
28: C       WRITE (6,62) 'STATE', (ISTATE(JCP), JCP=1,NCP)
29: C       WRITE (6,62) 'BRIDGE', (IBT(JCP), JCP=1,NCP)
30: C       WRITE (6,62) 'VEHICLE', (IVT(JCP), JCP=1,NCP)
31: C       WRITE (6,63) 'NEXT TIME', (TNEXT(JCP), JCP=1,NCP)
32: C63     FORMAT (1X, A, T15, 20F5.1)
33: C       WRITE (6,64) 'VEHICLES', (LEFT(IV), IV=1,NVEH)
34: C64     FORMAT (1X, A, T10, 10F10.1)
35: C       WRITE (6,64) 'EFF PATE', (ECR(IV), IV=1,NVEH)
36: C     ENDIF
37: CCCCCC DEBUG END
38:     RETURN
39:     END

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 2 of 15 pages)

```

1: SUBROUTINE GNERR (ITEM, MSG)
2: C *****
3: C *
4: C * GNERR: ISSUE AN ERROR MESSAGE
5: C *
6: C *****
7: C
8: INCLUDE ERPDAT,LIST
9: CHARACTER*(*) ITEM, MSG
10: C
11: C INCREMENT ERROR COUNT
12: NERRS = NERRS+1
13: NERRSL = NERRSL+1
14: C PRINT THE MESSAGE
15: IF (ITEM.EQ.' ') THEN
16:   WRITE (6,61) MSG
17: 61 FORMAT (' ERROR: ', A)
18: ELSE
19:   WRITE (6,62) ITEM, MSG
20: 62 FORMAT (' ERROR: ', A, ': ', A)
21: ENDIF
22: IF (NERRS.GT. 30) THEN
23:   WRITE (6,63)
24: 63 FORMAT (' ERROR LIMIT EXCEEDED...PROCESSING STOPPED.')
25:   STOP
26: ENDIF
27: RETURN
28: END

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 3 of 15 pages)

```

1:  FUNCTION RANGE (ITEM, XLO, X, XHI)
2:C  *****
3:C  *
4:C  * RANGE: CHECK A REAL NUMBER FOR BEING IN RANGE
5:C  *
6:C  *****
7:  CHARACTER*(*) ITEM
8:  CHARACTER*70 MSG
9:C
10: IF ((XLO .LE. X) .AND. (X .LE. XHI)) THEN
11:   CONTINUE
12: ELSE
13:   BUILD ERROR MESSAGE
14:   WRITE (MSG,66) X, XLO, XHI
15:66   FORMAT (1PG11.4,
16:   &   ' SHOULD BE IN THE RANGE ', 1PG11.4, ' TO ', 1PG11.4)
17:   CALL GNERR(ITEM,MSG)
18: ENDIF
19: RANGE = X
20: IF (RANGE .LT. XLO) RANGE = XLO
21: IF (RANGE .GT. XHI) RANGE = XHI
22: RETURN
23: END

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 4 of 15 pages)

```

1:      SUBROUTINE BPCROS (IG, NCP, CTIME)
2:      *****
3:      *
4:      * EPCROS: COMPUTE TIME REQUIRED TO CROSS A GAP
5:      *
6:      *****
7:      INCLUDE BPDAT,LIST
8:
9:      WRITE (6,61) WGAP(IG)
10:     FORMAT ('CROSSING TIME CALCULATIONS FOR ', F6.0, ' METER GAP')
11:61    WRITE (6,62) (I, I=1,NCP)
12:     FORMAT ('TIME', (T10, 30I4))
13:62    WRITE (6,63) ('---', I=1,NCP)
14:     FORMAT ('-----', (T10, 30A4))
15:63    INITIALIZE VARIABLES
16:     TNCW = 0.0
17:     DO 100 IV = 1,NVEH
18:       IF (VCLAS(IV) .LE. BLMAX) THEN
19:         LEFT(IV) = NV(IV)
20:       ELSE
21:         LEFT(IV) = 0.0
22:       ENDIF
23:     ECR(IV) = 0.0
24:   CONTINUE
25:100  ASSIGN BRIDGES TO CROSSING POINTS
26:     CALL BPASG (IG, NCP)
27:     DO 300 ICP = 1,NCP
28:       WRITE (6,64) TNOW, 'SETTING UP', BDESC(1BT(ICP)), ICP
29:       FORMAT (1X, F8.2, T10, A20, 1X, A10, ' AT POINT ', I3)
30:64    ISTATE(ICP) = KSETUP
31:     IVT(ICP) = 1
32:     INEXT(ICP) = TNOW + SETUP(1BT(ICP),IG) / 60.0 @ SETUP IN HOURS
33:   CONTINUE
34:200  GET THE TIME OF THE NEXT EVENT
35:     CALL BPNEXT (NCP, TNEW, ICP)
36:     IF (TNEW .GE. BIG) GOTO 399
37:300  DELTA = TNEW-TNCW
38:     TNOW = TNEW
39:     COMPUTE NUMBERS OF VEHICLES LEFT
40:     DO 400 IV = 1,NVEH
41:       LEFT(IV) = LEFT(IV) - ECR(IV) * DELTA
42:       IF (LEFT(IV) .LT. 0.001) LEFT(IV) = 0.0
43:     CONTINUE
44:400  MODIFY THE STATE OF THE CROSSING POINT
45:     IF (ISTATE(ICP) .EQ. KSETUP) THEN
46:       WRITE (6,64) TNOW, 'STARTING CROSSING', BDESC(1BT(ICP)), ICP
47:       ISTATE(ICP) = KCROSS
48:     ELSE IF (ISTATE(ICP) .EQ. KCROSS) THEN
49:       REALLOCATION WILL TAKE CARE OF IT
50:     ELSE IF (ISTATE(ICP) .EQ. KTDOWN) THEN
51:       REPLACE THE BRIDGE, IF FEASIBLE
52:       CALL BPSCOR (IG) @ RE-COMPUTE CROSSING SCORES
53:       FIND THE BRIDGE WITH THE BIGGEST SCORE
54:       IB = 0
55:       SBIG = 0.0
56:       DO 500 JB = 1,NBRIDG
57:         IF ((CSCORE(JB) .GT. SBIG) .AND. (NCB(JB) .GT. 0)) THEN
58:           IB = JB
59:           SBIG = CSORE(JB)
60:         ENDIF
61:       CONTINUE
62:500  IF (IB .GT. 0) THEN
63:         ASSIGN BRIDGE TO THIS CROSSING POINT
64:         1BT(ICP) = IB
65:         NCB(IB) = NCB(IB)-1
66:         WRITE (6,64) TNOW, 'SETTING UP', BDESC(1BT(ICP)),
67:           ICP
68:         ISTATE(ICP) = KSETUP
69:         INEXT(ICP) = TNOW + SETUP(IB,IG) / 60.0
70:       ELSE
71:         ISTATE(ICP) = KFINI
72:         INEXT(ICP) = BIG
73:       ENDIF
74:     ELSE
75:       STOP 13 @ ERRONEOUS STATE
76:     ENDIF
77:   REALLOCATE VEHICLES TO CROSSING POINTS
78:   CALL BPREAL(IG,NCP)
79:   GET THE NEXT EVENT
80:   CALL BPNEXT (NCP, TNEW, ICP)
81:   GOTO 300
82:399  CONTINUE
83:   CTIME = TNOW
84:   RETURN
85:   DEEUG SUBCHK
86:   END
87:

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 5 of 15 pages)


```

1:      INTEGER FUNCTION RANGEI (ITEM, IXLO, IX, IXHI)
2:      *****
3:      *
4:      * RANGEI: CHECK AN INTEGER FOR BEING IN RANGE
5:      *
6:      *****
7:      CHARACTER*(*) ITEM
8:      CHARACTER*70 MSG
9:      IF ((IXLO .LE. IX) .AND. (IX .LE. IXHI)) THEN
10:         CONTINUE
11:      ELSE
12:         BUILD ERROR MESSAGE
13:         WRITE (MSG,66) IX, IXLO, IXHI
14:         66      FORMAT (I10, ' SHOULD BE IN THE RANGE ', I10, ' TO ', I10)
15:         CALL GNERR(ITEM,MSG)
16:      ENDIF
17:      RANGEI = IX
18:      IF (RANGEI .LT. IXLO) RANGEI = IXLO
19:      IF (RANGEI .GT. IXHI) RANGEI = IXHI
20:      RETURN
21:      END

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 6 of 15 pages)

```

1:      SUBROUTINE QKSRTI (A, INDEX, N)
2:C
3:C      SORT A(N) IN ASCENDING ORDER VIA THE ARRAY 'INDEX'
4:C      I.E., AT THE CONCLUSION OF THE SUBROUTINE, INDEX IS TO
5:C      CONTAIN A PERMUTATION OF THE INTEGERS 1..N SUCH THAT
6:C      A(INDEX(I)) <= A(INDEX(J)) WHENEVER I<=J. THE ARRAY A
7:C      IS UNCHANGED.
8:C      ADOPTED FROM 'QUICKSORT', PROGRAM 2.11 IN 'ALGORITHMS + DATA
9:C      STRUCTURES = PROGRAMS' BY N. WIRTH
10:C
11:      REAL A(*), X
12:      INTEGER INDEX(*), ITEMP
13:      INTEGER N
14:      PARAMETER MAXSTK = 36
15:C      THIS STACK SIZE IS ADEQUATE TO SORT 2**36 ITEMS
16:      INTEGER STACKL (MAXSTK), STACKR (MAXSTK), S, I, J, L, R
17:C      INITIALIZE INDEX TO 1..N
18:      DO 5 I = 1, N
19:        INDEX(I) = I
20:      CONTINUE
21:C      STACK REQUEST TO SORT A(1..N)
22:      S = 1
23:      STACKL (1) = 1
24:      STACKR (1) = N
25:      R = N
26:1C      CONTINUE
27:C      TAKE TOP REQUEST FROM STACK
28:      L = STACKL (S)
29:      R = STACKR (S)
30:      S = S - 1
31:2C      CONTINUE
32:C      SPLIT A(L)...A(R)
33:      I = L
34:      J = R
35:      X = A (INDEX((L+R)/2))
36:3C      CONTINUE
37:4C      IF (A(INDEX(I)) .GE. X) GOTO 5C
38:      I = I + 1
39:      GOTO 4C
40:5C      CONTINUE
41:5C      IF (X .GE. A(INDEX(J))) GOTO 7C
42:      J = J - 1
43:      GOTO 6C
44:7C      CONTINUE
45:      IF (I .LE. J) THEN
46:        ITEMP = INDEX(I)
47:        INDEX(I) = INDEX(J)
48:        INDEX(J) = ITEMP
49:        I = I + 1
50:        J = J - 1
51:      ENDIF
52:      IF (I .LE. J) GOTO 3C
53:      IF (J-L .LT. R-I) THEN
54:        IF (I .LT. R) THEN
55:C          STACK REQUEST FOR SORTING RIGHT PARTITION
56:          S = S + 1
57:          STACKL (S) = I
58:          STACKR (S) = R
59:        ENDIF
60:C        CONTINUE SORTING LEFT PARTITION
61:        R = J
62:      ELSE
63:        IF (L .LT. J) THEN
64:C          STACK REQUEST FOR SORTING LEFT PARTITION
65:          S = S + 1
66:          STACKL (S) = L
67:          STACKR (S) = J
68:        ENDIF
69:C        CONTINUE SORTING RIGHT PARTITION
70:        L = I
71:      ENDIF
72:      IF (L .LT. R) GOTO 2C
73:      IF (S .NE. 0) GOTO 1C
74:      END

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 7 of 15 pages)

```

1:      SUBROUTINE BPGAP(IG)
2:      *****
3:      *
4:      * BPGAP: COMPUTE CAPABILITY TO CROSS A GAP
5:      *
6:      *****
7:
8:      INCLUDE BPDAT,LIST
9:
10:     DETERMINE THE MAXIMUM LOAD CLASS SUPPORTED BY BRIDGES AND THE
11:     NUMBER OF CROSSING POINTS THE BRIDGE INVENTORY CAN SUPPORT
12:     BLMAX = 0.0
13:     NCPC(IG) = 0
14:     DO 100 IB=1,NBRIDG
15:     CROSSING POINTS FOR THIS BRIDGE TYPE:
16:     NC = FSETS(IB) * CPSET(IG,IB) * C.0001
17:     NCPC(IG) = NCPC(IG) + NC
18:     IF (NC.GT. 0) THEN
19:     BLMAX = MAX(BLMAX,BCLAS(IB,IG))
20:     ENDIF
21:100 CONTINUE
22:     IF (BLMAX.EQ. 0.0) THEN
23:     CAN'T CROSS IT
24:     POSSBL(IG) = 0.0
25:     FRVEHC(IG) = 0.0
26:     ELSE
27:     CAN CROSS IT
28:     POSSBL(IG) = 1.0
29:     COMPUTE THE FRACTION OF VEHICLES THAT CAN CROSS
30:     TOTCRS = 0.0
31:     DO 200 IV = 1,NVEH
32:     IF (VCLAS(IV).LE. BLMAX) THEN
33:     TOTCRS = TOTCRS + NV(IV)
34:     ENDIF
35:200 CONTINUE
36:     FRVEHC(IG) = TOTCRS / TOTVEH
37:     ENDDO
38:     CCCCCC DEBUG START
39:     WRITE (6,61) IG, POSSBL(IG), FRVEHC(IG)
40:61    FORMAT (1, ' GAP ', I2, ' POSSBL = ', F3.0, ' FRVEHC = ', F3.4)
41:     CCCCCC DEBUG END
42:     RETURN
43:     DEBUG SUBCHK
44:     END

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 8 of 15 pages)

```

1:      SUBROUTINE BPIN
2:      C
3:      C *****
4:      C * EPIN: DATA INPUT ROUTINE FOR BRIDGE PRE-PROCESSOR
5:      C *
6:      C *****
7:      C
8:      INCLUDE BPDAT,LIST
9:      INCLUDE ERDDAT,LIST
10:     INCLUDE BDGROU,LIST
11:     DIMENSION CPSETT(12,4),VCRATT(12,4),BCLAST(12,4),SETUPT(12,4),
12:     *TRAPP(12)
13:     INTEGER RANGEI
14:     C
15:     FORMATS:
16:     15:51 FORMAT(1X, 'NUMBER OF CROSSING POINTS DESIRED', 5X, I5)
17:     16:52 FORMAT(1X, 'TAKE-DOWN FACTOR', 20X, F8.3)
18:     17:53 FORMAT(1X, 'BASE CASE VALUES: F1 =', 1X, F7.4, 2X, 'F2 =', 1X,
19:     18:54 F10.6, 2X, 'F3 =', 1X, F7.4)
20:     19:55 FORMAT(1X, 'NUMBER OF GAP TYPES =', 1X, I5)
21:     20:56 FORMAT(1X, '# GAPS', 4X, 'WIDTH (METERS)', 4X, '-----')
22:     21:57 FORMAT(1X, 'F6.0, 4X, F14.0)
23:     22:58 FORMAT(1X, 'NUMBER OF VEHICLE TYPES =', 1X, I5)
24:     23:59 FORMAT(1X, '# VEHICLES', 4X, 'LOAD CLASS', 4X, 'AFP #', 4X,
25:     24:60 'DESCRIPTION')
26:     25:61 FORMAT(1X, '-----', 4X, '-----', 4X, '-----', 4X,
27:     26:62 '-----')
28:     27:63 FORMAT(1X, F10.0, 4X, F10.1, 4X, I5, 4X, A10)
29:     28:64 FORMAT(1X, 'NUMBER OF BRIDGE/RAFT TYPES =', 1X, I5)
30:     29:65 FORMAT(12X, 'GAP WIDTH CROSS PTS SETUP CROSS RATE')
31:     30:66 FORMAT(1X, '# SETS AFP # DESCRIPTION (METERS)', 4X,
32:     31:67 'PER SET', 5X, '(MIN) (PER HR)', 5X, 'LOAD CLASS')
33:     32:68 FORMAT(1X, '-----', 2X,
34:     33:69 '-----')
35:     34:70 FORMAT(1X, F6.1, 3X, I5, 3X, A10)
36:     35:71 FORMAT(12X, F6.0, 3X, F9.3, 3X, F5.0, 3X, F10.3, 3X, F10.1)
37:     C
38:     WRITE(6,2000)BGLLOOP
39:     2000 FORMAT(1X, 'BGLLOOP IS EQUAL TO ', I1)
40:     IF (BGLLOOP.EQ. 4) THEN
41:         NCPD=7
42:         GOTO 78
43:     ENDIF
44:     NCPD=2
45:     78 TDFACT=2
46:     WRITE (6,61) NCPD
47:     NCPD = RANGEI ('# CROSS PTS', 1, NCPD, MAXCP-1)
48:     WRITE (6,62) TDFACT
49:     TDFACT = RANGE ('TAKE-DOWN FACT', 0.0, TDFACT, BIG)
50:     BASEF1=1.0
51:     BASEF2=.005815
52:     IF (BGLLOOP.EQ.4) BASEF2=.011014
53:     BASEF3=1.0
54:     WRITE (6,63) BASEF1, BASEF2, BASEF3
55:     BASEF1 = RANGE ('BASE F1', 1.0/BIG, BASEF1, BIG)
56:     BASEF2 = RANGE ('BASE F2', 1.0/BIG, BASEF2, BIG)
57:     BASEF3 = RANGE ('BASE F3', 1.0/BIG, BASEF3, BIG)
58:     C
59:     C GAP DATA
60:     C
61:     CALL PRTBOX ('GAP DATA')
62:     NGAPS=4
63:     WRITE (6,64) NGAPS
64:     NGAPS = RANGEI ('# GAP TYPES', 1, NGAPS, MAXGAP)
65:     WRITE (6,65)
66:     WRITE (6,66)
67:     WGAP(1)=15
68:     WGAP(2)=60
69:     WGAP(3)=200
70:     WGAP(4)=400
71:     NGP(1)=30
72:     NGP(2)=7
73:     NGP(3)=3
74:     NGP(4)=1
75:     DO 100 IG = 1,NGAPS
76:         WRITE (6,67) NGP(IG), WGAP(IG)
77:         NGP(IG) = RANGE ('# GAPS', 0.0, NGP(IG), BIG)
78:         WGAP(IG) = RANGE ('WIDTH', 0.0, WGAP(IG), SIG)

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 9 of 15 pages)

```

79:100 CONTINUE
80:100
81:100 VEHICLE DATA
82:100
83:100 CALL PRTOBOX (0, 'VEHICLE DATA')
84:100 WRITE (6,68) NVEH
85:100 NVEH = RANGE1 ('# VEH TYPES', 1, NVEH, MAXVEH)
86:100 WRITE (6,69)
87:100 WRITE (6,70)
88:100 TOTVEH = 0.0
89:100 VNUM(0) = 0
90:100 DO 200 IV = 1,NVEH
91:100   WRITE (6,71) NV(IV), VCLAS(IV), VNUM(IV), VDESC(IV)
92:100   NV(IV) = RANGE ('# VEHICLES', 0.0, NV(IV), BIG)
93:100   VCLAS(IV) = RANGE ('CLASS', 0.0, VCLAS(IV), BIG)
94:100   TOTVEH = TOTVEH + NV(IV)
95:200 CONTINUE
96:100 IF (TOTVEH .EQ. 0.0) CALL GNEPR (' ', 'NO VEHICLES IN FORCE')
97:100
98:100 BRIDGE DATA
99:100
100:100 CALL PRTOBOX (0, 'BRIDGE/RAFT DATA')
101:100 WRITE (6,72) NBRIDG
102:100 NBRIDG = RANGE1 ('# BRIDGE TYPES', 1, NBRIDG, MAXBRG)
103:100 WRITE (6,73)
104:100 WRITE (6,74)
105:100 WRITE (6,75)
106:100
107:100 *****
108:100 *****
109:100 *****
110:100 *****
111:100 *****
112:100 *****
113:100 *****
114:100 *****
115:100
116:100 DO 240 NN=1,12
117:100   READ(30,256,END=260)IBAFP(NN),
118:100   * CPSET(NN,1),SETUP(NN,1),VCPATT(NN,1),BCLAST(NN,1),
119:100   * CPSET(NN,2),SETUP(NN,2),VCPATT(NN,2),BCLAST(NN,2),
120:100   * CPSET(NN,3),SETUP(NN,3),VCPATT(NN,3),BCLAST(NN,3),
121:100   * CPSET(NN,4),SETUP(NN,4),VCPATT(NN,4),BCLAST(NN,4)
122:100 240 CONTINUE
123:100 256 FORMAT(I3,1X,F3.1,F4.0,F4.0,F3.0,F3.1,1X,F4.0,F4.0,F3.0,1X,
124:100 *F2.0,F4.0,F3.1,1X,F3.0,F2.0,F4.0,F2.0,F3.0)
125:100 260 DO 300 IB = 1,NBRIDG
126:100   WRITE (6,76) BSETS(IB), BNUM(IB), BDESC(IB)
127:100   BSETS(IB) = RANGE ('# SETS', 0.0, BSETS(IB), BIG)
128:100   DO 270 NN=1,12
129:100     IF (BNUM(IB) .EQ. IBAFP(NN)) THEN
130:100       DO 280 NM = 1,4
131:100         CPSET(IB,NM) = CPSET(NN,NM)
132:100         SETUP(IB,NM) = SETUP(NN,NM)
133:100         VCRATE(IB,NM) = VCRATE(NN,NM)
134:100         BCLAS(IB,NM) = BCLAS(NN,NM)
135:100       280 CONTINUE
136:100       GOTO 290
137:100     ENDIF
138:100   270 CONTINUE
139:100 290 DO 400 IG = 1,NGAPS
140:100   WRITE (6,77) WGAP(IG), CPSET(IB,IG), SETUP(IB,IG),
141:100   * VCRATE(IB,IG), BCLAS(IB,IG)
142:100   CPSET(IB,IG) = RANGE ('# CROSS PTS', 0.0, CPSET(IB,IG), BIG)
143:100   IF (CPSET(IB,IG) .GT. 0.0) THEN
144:100     SETUP(IB,IG) = RANGE ('SETUP', 0.0, SETUP(IB,IG), BIG)
145:100     VCRATE(IB,IG) = RANGE ('CROSS RATE', 0.0, VCRATE(IB,IG), BIG)
146:100     BCLAS(IB,IG) = RANGE ('CLASS', 0.0, BCLAS(IB,IG), BIG)
147:100   ENDIF
148:100 400 CONTINUE
149:100 CONTINUE
150:100 RETURN
151:100 DEBUC SUBCHK
152:100 END

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 10 of 15 pages)

```

1:      SUBROUTINE BPSCOR (IG)
2:C      *****
3:C      *
4:C      * BPSCOR: COMPUTE CROSSING POINT SCORES OF BRIDGES
5:C      *
6:C      *****
7:C
8:      INCLUDE BPDAT,LIST
9:      DO 100 IB = 1,NBRIDG
10:      IF (NCB(IB).LE.3) THEN
11:      CSCORE(IB) = 0.0
12:      ELSE
13:C      COMPUTE NUMBER OF VEHICLES CAPABLE OF CROSSING THIS BRIDGE
14:      VC = 0.0
15:      DO 200 IV = 1,NVEH
16:      IF (VCLAS(IV).LE.BCLAS(IB,IG)) THEN
17:      VC = VC + LEFT(IV)
18:      ENDIF
19:200    CONTINUE
20:      TEMP = 1.0 + SETUP(IB,IG) + SETUP(IG,IB)*TOFACT
21:      CSCORE(IB) = CPSET(IB,IG) * VCRATE (IB,IG) * VC / TEMP
22:      ENDIF
23:100    CONTINUE
24:CCCCC  DEBUG START
25:C      WRITE (6,61) IG, (CSCORE(IB), IB=1,NBRIDG)
26:C61    FORMAT (1X,GAP,1X,I2,/,1X,SCORES,1X,(T10,10F8.2))
27:C      WRITE (6,62) (NCB(IB), IB=1,NBRIDG)
28:C62    FORMAT (1X,NCR,1X,(T10,10I8))
29:CCCCC  DEBUG END
30:      RETURN
31:      DEBUG SUBCHK
32:      END

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 11 of 15 pages)

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 11 of 15 pages)

```

1:      SUBROUTINE BPCAP
2:      *****
3:      *
4:      * BPCAP: COMPUTE TOTAL BRIDGE-CROSSING CAPABILITY
5:      *
6:      *****
7:
8:      INCLUDE BPDAT,LIST
9:      INCLUDE BDGROU,LIST
10:
11:      FORMATS:
12:      11:61  FORMAT(48X, 'CROSSING', 4X, 'FRACTION')
13:      12:62  FORMAT(1X, 'GAP WIDTH (M) # GAPS WEIGHT', 3X,
14:      14:63  & 'POSSIBLE TIME (HR) VEHICLES')
15:      15:      FORMAT(1X, '-----', 3X,
16:      16:64  & '-----')
17:      17:65  FORMAT(1X, I3, 3X, F9.0, 3X, F6.1, 3X, F6.2, 3X, F3.1, 8X,
18:      18:65  & F9.2, 3X, F8.2)
19:      19:65  FORMAT(1X, 'F1 =', 1X, F9.5, 3X, 'F2 =', 1X, F10.6, 3X,
20:      20:66  & 'F3 =', 1X, F9.5)
21:      21:66  FORMAT(1X, 'BRIDGING CAPABILITY =', 1X, F8.3)
22:
23:      COMPUTE GAP WEIGHTS
24:      SUM = 0.0
25:      DO 100 IG = 1,NGAPS
26:      & GAPWT(IG) = NGP(IG) * WGAP(IG)
27:      & SUM = SUM + GAPWT(IG)
28:      27:100 CONTINUE
29:      29:100 DO 200 IG = 1,NGAPS
30:      & GAPWT(IG) = GAPWT(IG) / SUM
31:      31:200 CONTINUE
32:      32:200 COMPUTE FIRST FACTOR
33:      33:200 F1 = 0.0
34:      34:200 DO 300 IG = 1,NGAPS
35:      & F1 = F1 + GAPWT(IG) * POSSBL(IG)
36:      36:300 CONTINUE
37:      37:300 COMPUTE SECOND FACTOR
38:      38:300 SUM = 0.0
39:      39:300 DO 400 IG = 1,NGAPS
40:      & SUM = SUM + NGP(IG) * GAPCTM(IG)
41:      41:400 CONTINUE
42:      42:400 IF (SUM .GT. 0.0) THEN
43:      & F2 = 1.0 / SUM
44:      ELSE
45:      & F2 = 1.0
46:      ENDIF
47:      47:400 COMPUTE THIRD FACTOR
48:      48:400 SUM = 0.0
49:      49:400 DO 500 IG = 1,NGAPS
50:      & SUM = SUM + FRVEHC(IG)
51:      51:500 CONTINUE
52:      52:500 F3 = SUM / FLOAT(NGAPS)
53:      53:500 TOTAL CAPABILITY:
54:      54:500 BCAP = F1 * F2 * F3 / (BASEF1 * BASEF2 * BASEF3)
55:
56:      PRINT RESULTS
57:
58:      CALL PRTBOX (0, 'RESULTS')
59:      59:500 WRITE (6,61)
60:      60:500 WRITE (6,62)
61:      61:500 WRITE (6,63)
62:      62:500 DO 600 IG = 1,NGAPS
63:      & WRITE (6,64) IG, WGAP(IG), NGP(IG), GAPWT(IG), POSSBL(IG),
64:      & GAPCTM(IG), FRVEHC(IG)
65:      65:600 CONTINUE
66:      66:600 WRITE (6,*) ' '
67:      67:600 WRITE (6,65) F1, F2, F3
68:      68:600 WRITE (6,*) ' '
69:      69:600 WRITE (6,66) BCAP
70:      70:600 RETURN
71:      71:600 DEBBUG SUBCHK
72:      72:600 END

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 12 of 15 pages)


```

1:      SUBROUTINE BPASG (IG, NCP)
2:      *****
3:      *
4:      * EPASG: INITIAL ASSIGNMENT OF BRIDGES TO CROSSING POINTS
5:      *
6:      *****
7:
8:      INCLUDE BPDAT,LIST
9:      INTEGER INDEX(MAXBRG)
10:
11:      COMPUTE NUMBER OF CROSSING POINTS EACH TYPE BRIDGE CAN SUPPORT
12:      DO 100 IB = 1,NBRIDG
13:          NCB(IB) = BSETS(IB) * CPSET(IB,IG) + 0.0001
14:      CONTINUE
15:      COMPUTE CROSSING POINT SCORES OF BRIDGES
16:      CALL BPSCOP (IG)
17:      SORT BRIDGES BY CROSSING POINT SCORE
18:      CALL QKSRTI (CSCORE, INDEX, NBRIDG)
19:      IBR = NBRIDG * 2 START WITH HIGHEST-SCORING BRIDGE
20:      IB = INDEX(IBR)
21:      DO 200 ICP = 1,NCP * 2 CROSSING POINT LOOP
22:          IF (NCB(IB) .LE. 0) THEN
23:              USE THE NEXT TYPE OF BRIDGE, IN DESCENDING CPSCOR ORDER
24:              IBR = IBR-1 * 2 BRIDGE RANK
25:              IB = INDEX(IBR) * 2 BRIDGE TYPE
26:          ENDIF
27:          ASSIGN THE BRIDGE TO THE CROSSING POINT
28:          IPT(ICP) = IB
29:          DECREMENT THE NUMBER OF CROSSING POINTS LEFT FOR THIS TYPE
30:          NCB(IB) = NCB(IB) - 1
31:      CONTINUE
32:      RETURN
33:      DEBUG SUBCHK
34:      END

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 13 of 15 pages)

```

1:      SUBROUTINE PRTOBOX(ICNTRL, S)
2:      *****
3:      *
4:      * PRTOBOX: PRINT A CHARACTER STRING FRAMED IN A BOX
5:      *
6:      *****
7:      CHARACTER(*) S
8:
9:      L = LEN(S)
10:     WRITE (6,61) ICNTRL, ('*', I = 1,L+4)
11:     FORMAT (11,172A1)
12:     WRITE (6,62) ' ', (' ', I=1,L+2), '*'
13:     FORMAT (1,132A1)
14:     WRITE (6,63) ' ', ' ', S, ' ', '*'
15:     FORMAT (1,5A)
16:     WRITE (6,62) ' ', (' ', I=1,L+2), '*'
17:     WRITE (6,64) ('*', I=1,L+4)
18:     FORMAT (1,132A1)
19:     WRITE (6,65)
20:     FORMAT (1,5A)
21:     RETURN
22:     END

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 14 of 15 pages)

```

1:      SUBROUTINE BPREAL (IG, NCP)
2:      *****
3:      *
4:      * BPREAL: REALLOCATE VEHICLES TO CROSSING POINTS
5:      *
6:      *****
7:
8:      INCLUDE BPDAT,LIST
9:      FORMATS:
10:      4      FORMAT (1X, F8.2, T10, A20, 1X, A10, ' AT POINT ', I3)
11:
12:      DO 100 IV = 1,NVEH
13:      ECR(IV) = 0.0
14:      100    CONTINUE
15:      DO 200 ICP = 1,NCP
16:      IF (ISTATE(ICP) .EQ. KCROSS) THEN
17:      IB = IBT(ICP)
18:      BCL = BCLAS(IB,IG)
19:      C      FIND THE HEAVIEST VEHICLE LEFT THAT THE BRIDGE CAN SUPPORT
20:      IV = 0
21:      VCL = -1.0
22:      DO 300 JV = 1,NVEH
23:      IF ((LEFT(JV) .GT. 0.0) .AND. (VCLAS(JV) .LE. BCL) .AND.
24:      E      (VCLAS(JV) .GT. VCL)) THEN
25:      IV = JV
26:      VCL = VCLAS(JV)
27:      ENDIF
28:      300    CONTINUE
29:      IF (IV .GT. 0) THEN
30:      C      ASSIGN VEHICLE TO THIS CROSSING POINT
31:      IVT(ICP) = IV
32:      ECR(IV) = ECR(IV) + VCRATE(IB,IG)
33:      ELSE
34:      C      TAKE IT DOWN
35:      WRITE (6,64) TNOW, 'TAKING DOWN', BDESC(IBT(ICP)),
36:      E      ICP
37:      ISTATE(ICP) = KTDOWN
38:      IVT(ICP) = 0
39:      TNEXT(ICP) = TNOW + SETUP(IB,IG) * TDFACT / 60.0
40:      ENDIF
41:      ENDIF
42:      200    CONTINUE
43:      C      COMPUTE TIME OF NEXT EVENT FOR CROSSING POINTS WITH VEHICLES
44:      DO 400 ICP = 1,NCP
45:      IF (ISTATE(ICP) .EQ. KCROSS) THEN
46:      IV = IVT(ICP)
47:      DELTA = LEFT(IV) / ECR(IV)
48:      TNEXT(ICP) = TNOW + DELTA
49:      ENDIF
50:      400    CONTINUE
51:      RETURN
52:      C      DEBUG SUBCHK
53:      END

```

Figure E-I-19. Listing of BRIDGE Subroutine to Search
Program with 13 External Subroutines
(page 15 of 15 pages)

```
1: 2MAP,E,*P3COUNTER.B7DCOUNT4
2: IN *P3COUNTER.BRGPRE1
3: IN *P3COUNTER.BPIN1
4: IN *P3COUNTER.BPGAP
5: IN *P3COUNTER.BPSCOR
6: IN *P3COUNTER.GNERR
7: IN *P3COUNTER.RANGE
8: IN *P3COUNTER.RANCEI
9: IN *P3COUNTER.QKSRTI
10: IN *P3COUNTER.PRTFOX
11: IN *P3COUNTER.BPREAL
12: IN *P3COUNTER.BPVEXT
13: IN *P3COUNTER.BPCROS
14: IN *P3COUNTER.BPCAP
15: IN *P3COUNTER.BPASG
16: IN *P3COUNTER.COUNT4
17: IN *P3COUNTER.OUTPUTB
```

Figure E-I-20. Listing of the Mapping Routine
for CS/CSS Search Program

```

1:C234567
2:C PROGRAM TO CALCULATE CS/CSS FACTORS AND OUTPUT U,V,S,T VALUES
3:C W. R. HILL IFON 30 AUG 83
4:C MODIFIED G.F. COOPER -- 30 MAR 84, 2 MAY 84
5:C MODIFIED BY JOHN WARREN -- 21 MAY 84
6:C MODIFIED BY TOM LINGAN--15 AUG 84
7:C FTN COMPILER USED
8:C DIMENSION
9:C + FACT(9,4)
10: CHARACTER NFNUN(9)*11,NAMPOS*6,FORCE*5
11: LOGICAL JUMP,JMPT(2),JMPBM
12: REAL EQMN(2), PRSMN(2), LANMN(2), AWLMN(2), ADFRT(2), CAPMN(2),
13: EQCLM(2), CLRMN(2), TDENS(2,2), TSPEED(2), SPDWT(2), SPDX(2)
14: DATA NFNUN/
15: 1 'MOBILITY' , 'BRIDGING' ,
16: 2 'MINE' , 'PROT.POSN.' ,
17: 3 'N/A' , 'C2EW' ,
18: 4 'MEDICAL' , 'MAINTENANCE' ,
19: 5 'SUPPETRANS' /
20:C SET ALL ARRAY FACT VALUES TO 1.0
21: DO 2000 JJ=1,176
22: DO 2 I=1,9
23: DO 1 J=1,4
24: FACT(I,J)=1.000
25: 1 CONTINUE
26: 2 CONTINUE
27: JMPBM=.FALSE.
28: JMPT(1)=.FALSE.
29: JMPT(2)=.FALSE.
30:C INPUT CORRESPONDING ENVIRONMENT AND POSTURE NAME
31: READ(20,32) IENV,NAMPOS,FORCE
32: WRITE(1,50) FORCE,IENV
33: 50 FORMAT('ED,1 #H7CSCSS.',A5,'E',J2)
34: 32 FORMAT(8X,I3,8X,A6,7X,A5)
35:C FACTOR 1: MOBILITY
36:C
37:C
38: DO 100 ISIDE = 1,2
39: L = 2*ISIDE-1
40: READ (20,*) JUMP, (FACT(1,J), J=L,L+1)
41: IF (.NOT. JUMP) THEN
42: JMPT(ISIDE) = .TRUE.
43: READ (20,*) SPDXT(1), SPDXT(2), SPDWT(2)
44: SPDWT(1) = 1.0
45: SUMD = 0.0
46: DO 110 K = 1,2 @ 1=GROUND, 2=AIR
47: TDENS(ISIDE,K) = 0.0
48: TSPEED(K) = 0.0
49: READ (20,*) NVEH
50: DO 120 IVEH = 1,NVEH
51: READ (20,*) DENSTY, SPEED
52: TDENS(ISIDE,K) = TDENS(ISIDE,K) + DENSTY
53: TSPEED(K) = TSPEED(K) + SPEED * DENSTY
54: 120 CONTINUE
55: SUMD = SUMD + TDENS(ISIDE,K)
56: 110 CONTINUE
57:C COMPUTE MOBILITY MEASURE:
58: FACT(1,L+1) = 0.0
59: DO 130 K = 1,2
60: FACT(1,L+1) = FACT(1,L+1) +
61: TSPEED(K) * SPDWT(K) / (SPDX(K) * SUMD)
62: 130 CONTINUE
63: READ (20,*) RECEHO
64: READ (20,*) CAPEHO
65:C MOBILITY COUNTER-MEASURE:
66: FACT(1,L) = CAPEHO / RECEHO
67: ENDOF
68: 100 CONTINUE
69:C BRIDGING FUNCTION 2
70: 200 READ(20,*) JUMP,(FACT(2,J),J=1,2)
71: IF(JUMP) GOTO 250
72:C READ NUMBER OF BLUE AND RED BRIDGE TYPES
73: READ (20,*) BNBRG
74:C READ BLUE DENSITY/LENGTH OF SPAN(METERS)
75: DO 8 I=1,BNBRG
76: READ (20,*) BBDEN,BSPAN
77: TBSPAN=BBDEN*BSPAN
78: SBSPAN=SBSPAN+TBSPAN

```

Figure E-I-21. Listing of AFP CS/CSS Main Preprocessor
(Page 1 of 5 pages)

```

79:      8 CONTINUE
80:C      COMPUTE V VALUE FOR BLUE FUNCTION 2--BRIDGING
81:      FACT(2,2)=SBSPAN/360.
82:C      READ PED DENSITY/LENGTH OF SPAN(METERS)
83:      250 READ(20,*) JUMP, (FACT(2,J),J=3,4)
84:      IF(JUMP) GOTO 300
85:      READ(20,*) PNBRG
86:      DO 9 I=1,PNBRG
87:      READ(20,*) RBOEN,RSPAN
88:      TRSPAN=RBOEN*RSPAN
89:      SRSPAN=SRSPAN+TRSPAN
90:      9 CONTINUE
91:C      COMPUTE T VALUE FOR RED FUNCTION 2--BRIDGING
92:      FACT(2,4)=SRSPAN/360.
93:C
94:C      FACTOR 3: MINES
95:C
96:300 CONTINUE
97:      DO 350 ISIDE = 1,2
98:      JSIDE = 3-ISIDE
99:      L = 2*ISIDE - 1
100:      READ(20,*) JUMP, (FACT(3,J), J=L,L+1)
101:      IF (.NOT. JUMP) THEN
102:      READ(20,*) EQMN(ISIDE), PRSMN(ISIDE), LANMN(JSIDE),
103:      C      AWMN(JSIDE), ADFRT(JSIDE)
104:      IF (JSIDE.EQ. 1) THEN
105:      READ(20,*) ECCLM(1)
106:      CLRMN(1) = ECCLM(1) + PRSMN(1) * 3.6 / 30.0
107:      ELSE
108:      READ(20,*) CLRMN(2)
109:      ENDIF
110:      CAPMN(ISIDE) = (EQMN(ISIDE) + PRSMN(ISIDE) * 500.7 / 13.0) *
111:      C      LANMN(JSIDE) * AWMN(JSIDE) / (0.5 * ADFRT(JSIDE))
112:      FACT(3,2*ISIDE) = CAPMN(ISIDE) / CLPMN(JSIDE)
113:      ENDIF
114:350 CONTINUE
115:C      FUNCTION 4 PROTECTIVE POSITIONS
116:C      READ NUMBERS OF BLUE AND RED PROTECTIVE POSITION EQUIP
117:C      TYPES
118:      400 READ(20,*) JUMP, (FACT(4,J),J=1,2)
119:      IF(JUMP) GOTO 450
120:      IF(JMPT(1)) GOTO 401
121:      WRITE(15,98)
122:      98 FORMAT(' *** NEED TDENS(1,1) -- SKIP*')
123:      GOTO 450
124:      401 READ(20,*) BNPP
125:C      READ DENSITY AND RATE(POSITIONS/HR) BLUE
126:      SBDENP=0
127:      DO 10 I=1,BNPP
128:      READ(20,*) BDENPP,BRATEP
129:      TDENP=BDENPP*BRATEP
130:      SBDENP=SBDENP+TDENP
131:      10 CONTINUE
132:C      COMPUTE BLUE V VALUE FOR FUNCTION 4 PROTECTIVE POSITIONS
133:      IF(.NOT.JMPT(1)) GOTO 450
134:      FACT(4,2)=(SBDENP*10.)/TDENS(1,1)
135:C      READ DENSITY AND RATE(POSITIONS/HR) RED
136:      450 READ(20,*) JUMP, (FACT(4,J),J=3,4)
137:      IF(JUMP) GOTO 600
138:      IF(JMPT(2)) GOTO 451
139:      WRITE(15,97)
140:      97 FORMAT(' *** NEED TDENS(2,1) -- SKIP*')
141:      GOTO 600
142:      451 READ(20,*) RNPP
143:      SRDENP=0
144:      DO 11 I=1,RNPP
145:      READ(20,*) RDENPP,BRATEP
146:      TRDENP=RDENPP*BRATEP
147:      SRDENP=SRDENP+TRDENP
148:      11 CONTINUE
149:C      COMPUTE RED T VALUE FOR FUNCTION 4 PROTECTIVE POSITIONS
150:      IF(.NOT.JMPT(2)) GOTO 600
151:      FACT(4,4)=(SRDENP*10.)/TDENS(2,1)
152:C
153:C      FUNCTION 6: CCEW
154:C
155:600 CONTINUE
156:      DO 610 ISIDE = 1,2
157:      L = 2*ISIDE - 1
158:      READ(20,*) JUMP, (FACT(6,J), J=L,L+1)
159:      IF (.NOT. JUMP) THEN
160:      SUM = 0.0

```

Figure E-I-21. Listing of AFP CS/CSS Main Preprocessor
(Page 2 of 5 pages)

```

161: DO 630 I=1,4
162:C   READ #RADIOS, TOP EFFECTS,
163:C   JAMMING FACTOR, JAMMER WEIGHT, # JAMMER TYPES:
164:   READ (2,*) DNSRAD, TOPJAM, FACJAM, WTJAM, NJAM
165:   TOTJAM = 0.0
166:   DO 630 I = 1, NJAM
167:C     READ EFFECTIVENESS, # OF JAMMERS OF THIS TYPE:
168:     READ (2,*) EFFJAM, DNSJAM
169:     TOTJAM = TOTJAM + EFFJAM * DNSJAM
170:630 CONTINUE
171:   IF (DNSRAD .EQ. 0.0) THEN
172:     T = TOPJAM
173:   ELSE
174:     T = MIN (TOPJAM, TOTJAM / DNSRAD)
175:   ENDIF
176:   SUM = SUM + T * FACJAM * WTJAM
177:630 CONTINUE
178:   FACT(6,L+1) = 1.0 - SUM
179: ENDIF
180:610 CONTINUE
181:C   FUNCTION 7 MEDICAL
182:   700 READ(2,J,*) JUMP, (FACT(7,J), J=1,2)
183:   IF (JUMP) GOTO 750
184:   JMPBME=TRUE.
185:C   READ BLUE DIV/AREA SUPPORTED STRENGTH, SURGE FACTOR,
186:C   WIA/DNBI,
187:C   (PER 1000), MED BN CAPABILITY (ADMINS/DAY), FRACTION
188:C   EVACUATED
189:   READ (2,*) BDIVS, BAREAS, BSFACT, BDWIA, BAWIA, BDDNBI, BADNBI, BMBCAP,
190:   +BFEVAC
191:   TBDIVS=(( (BDIVS*BDWIA)+(BDIVS*BDDNBI))+((BAREAS*BAWIA)+(BAREAS*BA
192:   +DNBI))*BSFACT)/1000.
193:C   COMPUTE BLUE V VALUE FOR FUNCTION 4--MEDICAL
194:   TSS=BDIVS+BAREAS
195:   FACT(7,2)=1-(((TBDIVS-BMBCAP)+(BMBCAP*BFEVAC))/TSS)
196:C   1BDDNBI, BADNBI, BMB CAP, BFEVAC, TB DIVS, TSS
197:C   200 FORMAT(11F9.1)
198:C   *****
199:C   **** NEED TO WORK ON FOR PED MEDICAL MILLIRON 4
200:C   SEPT*****
201:   750 READ(2,J,*) JUMP, (FACT(7,J), J=3,4)
202:   IF (JUMP) GOTO 810
203:C   READ RED DIV/AREA SUPPORTED STRENGTH, SURGE FACTOR,
204:C   WIA/DNBI,
205:C   (PER 1000), MED BN CAPABILITY (ADMINS/DAY), FRACTION
206:C   EVACUATED
207:   READ (2,*) RDIVS, RAREAS, RSFACT, RDWIA, RAWIA, RDDNBI, RADNBI, RMBCAP,
208:   +RFEVAC
209:   TRDIVS=(( (RDIVS*RDWIA)+(RDIVS*RDDNBI))+((RAREAS*RAWIA)+(RAREAS*RA
210:   +DNBI))*RSFACT)/1000.
211:C   COMPUTE RED T VALUE FOR FUNCTION 4--MEDICAL
212:   TSS=RDIVS+RAREAS
213:   FACT(7,4)=1-(((TRDIVS-RMBCAP)+(RMBCAP*RFEVAC))/TSS)
214:C   ***** SET TO OLD VALUE
215:C   *****
216:C   *****
217:C   *****
218:C   FUNCTION 8 MAINTENANCE
219:C   READ NUMBER OF MATERIEL CATEGORIES BLUE, RED
220:   800 READ(2,*) JUMP, (FACT(8,J), J=1,2)
221:   IF (JUMP) GOTO 850
222:   READ (2,*) ENMCAT
223:C   READ BLUE MAJOR MATERIAL (CAPABILITY, REQUIREMENT)
224:   DO 15 I=1, ENMCAT
225:     READ (2,*) BMCAP, BMREQ
226:     TBMREQ=TBMRREQ+BMREQ
227:     TBMCAP=TBMCAP+BMCAP
228:   15 CONTINUE
229:   TBMCAP=TBMCAP/365.
230:   FACT(8,2)=TBMCAP/TBMREQ
231:C   SET BLUE V VALUE TO 1.0 IF GREATER THAN 1.0
232:   IF (FACT(8,2).GT.1.0) FACT(8,2)=1.0
233:C   COMPUTE RED T VALUE--MAINTENANCE
234:   850 READ(2,*) JUMP, (FACT(8,J), J=3,4)
235:   IF (JUMP) GOTO 900
236:   READ(2,*) ENMCAT
237:   DO 16 I=1, ENMCAT
238:     READ (2,*) RMCAP, RMREQ
239:     TRMREQ=TRMREQ+RMREQ
240:     TRMCAP=TRMCAP+RMCAP
241:   16 CONTINUE
242:

```

Figure E-I-21. Listing of AFP CS/CSS Main Preprocessor
(Page 3 of 5 pages)


```

243: FACT(8,4)=TRMCP/TRMREQ
244: IF PED T VALUE GREATER THAN 1.0-- SET TO 1.0
245: IF (FACT(8,4).GT.1.0) FACT(8,4)=1.0
246: *****
247: ***** SET RED VALUE TO OLD VALUE. I DON'T LIKE THE *****
248: ***** THIS WAS DONE-- NEEDS MORE WORK *****
249: ***** MILLIRON 4 SEPT 83 *****
250: *****
251: FACT(8,4)=.74
252: FACTOR 9 SUPPLY AND TRANSPORTATION
253: S/T CAPABILITY
254: BROKEN DOWN INTO THREE COMPONENTS
255: STONS,GALLONS(BULK POL),ALOC
256: READ NUMBER OF BLUE S/T ASSETS
257: 900 READ(20,*) JUMP,(FACT(9,J),J=1,2)
258: IF(JUMP) GOTO 950
259: IF(JMPBM) GOTO 901
260: WRITE(15,96)
261: 96 FORMAT(' *** NEED BOIVS -- SKIP')
262: GOTO 950
263: 901 READ(20,*) BNSTA
264: COMPUTE BLUE CAPABILITY
265: READ BLUE DENSITY S/T ASSETS,EFFECTIVENESS(STON/GAL)
266: TCOMP(POINTER TO COMPONENT DEFINED AT LINE 144
267: 1 = STON, 2 = GALLONS, 3 = ALOC (STONS)
268: DO 20 I=1,BNSTA
269: READ(20,*) BDST,BAVAIL,BEFF,TCOMP
270: IF (IFIX(TCOMP).GT.1) GO TO 18
271: COMPUTE STON CAPABILITY
272: GBCAPG=BDST*BAVAIL*BEFF
273: TBCAPG=TBCAPG+GBCAPG
274: GO TO 20
275: 18 IF (IFIX(TCOMP).EQ.3) GO TO 19
276: COMPUTE GALLONS(BULK POL) CAPABILITY COMPONENT
277: GBCAPP=BDST*BAVAIL*BEFF
278: BCAPBP=BCAPBP+GBCAPP
279: GO TO 20
280: 19 CONTINUE
281: COMPUTE BLUE ALOC CAPABILITY COMPONENT
282: GBCAPA=BDST*BAVAIL*BEFF
283: TBCAPA=TBCAPA+GBCAPA
284: 20 CONTINUE
285: COMPUTE BLUE S/T REQUIREMENT
286: BLUE DIVISION STRENGTH READ IN AT LINE 100(BDIVS)
287: CONVERSION LBS TO GAL .152
288: READ NUMBER OF BLUE CLASSES OF SUPPLY TO BE CONSIDERED
289: READ(20,*) BNCLAS
290: COMPUTE BLUE REQUIREMENT
291: DO 23 I=1,BNCLAS
292: READ(20,*) BCONR,BALOC,BBASIC
293: IF (I.EQ.2) GO TO 22
294: GBREQG=((BCONR*BDIVS*BBASIC)/2000.)*(1-BALOC)
295: GBREQA=((BCONR*BDIVS*BBASIC)/2000.)*BALOC
296: TBREQG=TBREQG+GBREQG
297: TBREQA=TBREQA+GBREQA
298: GO TO 23
299: 22 EREQBP=(BCONR*BDIVS*BBASIC)*.152
300: 23 CONTINUE
301: COMPUTE COMPONENT FACTORS
302: COMPUTE STON GROUND FACTOR
303: BFSTG=TBCAPG/TBREQG
304: COMPUTE CLASS III BULK POL FACTOR(GALLONS)
305: BFBPOL=BCAPBP/TBREQG
306: COMPUTE BLUE ALOC FACTOR
307: BFALOC=TBCAPA/TBREQA
308: WRITE(15,35) TBCAPG,TBREQG,BCAPBP,BREQBP,TBCAPA,TBREQA
309: 35 FORMAT(6F12.4)
310: IF (BFSTG.GT.1.0) BFSTG=1.0
311: IF (BFBPOL.GT.1.0) BFBPOL=1.0
312: IF (BFALOC.GT.1.0) BFALOC=1.0
313: COMPUTE BLUE V VALUE FOR FUNCTION 9-- S/T
314: IF(.NOT.JMPBM) GOTO 950
315: FACT(9,2)=(BFSTG+BFBPOL+BFALOC)/3.
316: IF (FACT(9,2).GT.1.0) FACT(9,2)=1.0
317: COMPUTE RED CAPABILITY
318: READ PED DIVISION STRENGTH
319: READ PED NUMBER OF S + T ASSETS
320: 950 READ(20,*) JUMP,(FACT(9,J),J=3,4)
321: IF(JUMP) GOTO 1000
322: READ(20,*) RDIVS
323: READ(20,*) RNSTA
324: READ PED DENSITY S/T ASSETS,EFFECTIVENESS(1TON/LITERS)

```

Figure E-I-21. Listing of AFP CS/CSS Main Preprocessor
(Page 4 of 5 pages)

```

325: C      TCOMP(POINTER TO COMPONENT DEFINED AT LINE 144
326: C      1 = STON, 2 = GALLONS, 3 = ALOC (MTONS)
327: C      DO 27 I=1,RNSTA
328: C      READ (20,*) RDST,RAVAIL,REFF,TCOMP
329: C      IF (IFIX(TCOMP).GT.1) GO TO 25
330: C      COMPUTE STON CAPABILITY REQUIREMENT
331: C      CONVERSION METRIC TONS TO STON 1.102
332: C      GRCAPG=(RDST*RAVAIL*REFF)*1.102
333: C      TRCAPG=TRCAPG+GRCAPG
334: C      GO TO 27
335: C      25 IF (IFIX(TCOMP).EQ.3) GO TO 26
336: C      COMPUTE GALLONS(BULK POL) CAPABILITY COMPONENT
337: C      CONVERSION LITERS TO GALLONS
338: C      GRCAPP=(RDST*RAVAIL*REFF)*.264
339: C      RCAPBP=RCAPBP+GRCAPP
340: C      GO TO 27
341: C      26 CONTINUE
342: C      COMPUTE RED ALOC CAPABILITY COMPONENT
343: C      GRCAPA=(RDST*RAVAIL*REFF)*1.102
344: C      TRCAPA=TRCAPA+GRCAPA
345: C      27 CONTINUE
346: C      COMPUTE RED REQUIREMENT
347: C      READ NUMBER OF RED CLASSES OF SUPPLY TO BE CONSIDERED
348: C      READ (20,*) RNCLAS
349: C      DO 29 I=1,RNCLAS
350: C      READ (20,*) RCONR,RALOC,RBASIC
351: C      IF (I.EQ.2) GO TO 28
352: C      GRREQG=((RCONR*RDIVS*RBASIC)/ZGCG.)*(1-RALOC)
353: C      GRREQA=((RCONR*RDIVS*RBASIC)/ZGCG.)*RALOC
354: C      TRREQG=TRREQG+GRREQG
355: C      TRREQA=TRREQA+GRREQA
356: C      GO TO 29
357: C      28 RREQBP=(RCONR*RDIVS*RBASIC)*.152
358: C      29 CONTINUE
359: C      COMPUTE COMPONENT FACTORS
360: C      COMPUTE STON GROUND FACTOR
361: C      RFSTG=TRCAPG/TRREQG
362: C      COMPUTE CLASS III BULK POL FACTOR(GALLONS)
363: C      RFBPOL=RCAPBP/RREQBP
364: C      COMPUTE RED ALOC FACTOR
365: C      RFALOC = TRCAPA/TRREQA
366: C      RFALOC SET TO 1.0--NO RED ALOC SO DIVIDE FAULT IF LEFT AT
367: C      1.
368: C      RFALOC=1.0
369: C      IF (RFSTG.GT.1.0) RFSTG=1.0
370: C      IF (RFBPOL.GT.1.0) RFBPOL=1.0
371: C      IF (RFALOC.GT.1.0) RFALOC=1.0
372: C      FACT(9,4)=(RFSTG+RFBPOL+RFALOC)/3.
373: C      1000 CONTINUE
374: C      CALL INDXCS (FACT)
375: C      WRITE (6,31)
376: C      31 FORMAT(
377: C      1 /' F EN B C/M B MEAS R C/M R MEAS',6X,
378: C      2 'FUNCTION PCST FORCE'/
379: C      3 '-----'
380: C      4 '-----',5X,'-',
381: C      5 '-----')
382: C      WRITE (6,30) (I,IENV,(FACT(I,J),J=1,4),NFUN(I),NAMPOS,FORCE,
383: C      1 I=1,9)
384: C      30 FORMAT (I2,I3,4F8.2,5X,A11,2X,A6,2X,A5)
385: C      WRITE (15,30) (I,IENV,(FACT(I,J),J=1,4),NFUN(I),NAMPOS,FORCE,
386: C      1 I=1,9)
387: C      WRITE (15,51)
388: C      51 FORMAT('ZEOF')
389: C      2000 CONTINUE
390: C      STOP
391: C      END

```

Figure E-I-21. Listing of AFP CS/CSS Main Preprocessor
(Page 5 of 5 pages)

```

1:      SUBROUTINE INDXCS (FACT)
2:      *****
3:      * INDXCS: INDX CS AND CSS FACTORS
4:      *
5:      *****
6:      REAL FACT(9,4)
7:      REAL INDEX(9,4), REF(9,4)
8:
9:      READ REFERENCE FACTORS
10:     READ (18,51,END=999) ((REF(I,J), J=1,4), I=1,9)
11:     FORMAT (5X, 4F8.0)
12:     WRITE (6,61)
13:     FORMAT ('CSS/CS REFERENCE FACTORS:')
14:     WRITE (6,62) ((REF(I,J), J=1,4), I=1,9)
15:     FORMAT (5X, 4F8.2)
16:     1-FILL INDEX MATRIX
17:     DO 100 J = 1,4
18:       DO 200 I = 1,9
19:         INDEX(I,J) = 1.0
20:       CONTINUE
21:     CONTINUE
22:     SET UP INDEXES
23:     INDEX(1,1) = REF(1,1)
24:     INDEX(1,2) = REF(1,2)
25:     INDEX(1,3) = REF(1,1)
26:     INDEX(1,4) = REF(1,3)
27:     INDEX(2,2) = REF(3,3)
28:     INDEX(2,4) = REF(2,2)
29:     INDEX(3,2) = REF(3,2)
30:     INDEX(3,4) = REF(3,2)
31:     INDEX(6,2) = REF(6,2)
32:     INDEX(6,4) = REF(6,3)
33:     INDEX(7,2) = REF(7,2)
34:     INDEX(7,4) = REF(7,2)
35:     INDEX(8,2) = REF(8,2)
36:     INDEX(8,4) = REF(8,4)
37:     INDEX(9,2) = REF(9,2)
38:     INDEX(9,4) = REF(9,2)
39:     ADJUST FACTORS BY INDEXES
40:     DO 300 J = 1,4
41:       DO 400 I = 1,9
42:         FACT(I,J) = FACT(I,J) / INDEX(I,J)
43:         FACT(I,J) = MIN (FACT(I,J), 2.0) @ TOP IT AT 2
44:       CONTINUE
45:     CONTINUE
46:     CONTINUE
47:     REWIND 18
48:     RETURN
49:     END

```

Figure E-I-22. Listing of the External Subroutine
to the CS/CSS Main Preprocessor



ANNEX II TO APPENDIX E

THE AFP COMBAT SUPPORT/COMBAT SERVICE SUPPORT (CS/CSS) MODULE PROPER

Section I. OVERVIEW

E-II-1. To a large extent, the hard work of CS/CSS analysis must precede use of the CS/CSS Module proper. The development of Blue and Red measures and countermeasures by CS/CSS function (described in Annex E-1) is considered among preprocessing to the CS/CSS Module proper. The CS/CSS Module itself is designed to accept previously derived factors plus a battery of "switches" and then quite simply turn the appropriate switches on and off in the computation of CS/CSS moduli. In this view, the CS/CSS Module does little more than roll up CS/CSS functions subject to nested screening for applicability to each Blue and Red weapon type pairing and output the results in a formatted file for later input to the AFP CBT/CS/CSS Merge Module.

E-II-2. Toward accomplishment of calculation and output of CS/CSS moduli, the AFP CS/CSS Module is designed to:

- a. Accept input files specifying the weapon categories to which Blue and Red weapon types belong.
- b. Accept an input file specifying whether Blue and Red weapon types versus types are to be affected by CS/CSS factors in general.
- c. Accept an input file specifying for each Blue and Red weapon type and each CS/CSS function whether the corresponding measures and countermeasures apply.
- d. Accept an input file specifying for each CS/CSS function and each combat environment whether the Blue and Red measures and countermeasures apply.
- e. Accept an input file specifying the relative weight ascribed to each CS/CSS function in each combat environment.
- f. Accept an input file specifying the CS/CSS factors by function for both Blue and Red measures and countermeasures.
- g. Accept an input file specifying for each CS/CSS function and each combination of a Blue and Red weapon category with a Red weapon category whether the Blue and Red measures and countermeasures apply.
- h. Accept a record specifying several case identifiers.
- i. Apply the above input Blue weapon type by Red weapon type in the calculation of Blue and Red CS/CSS moduli.

j. Generate a file containing Blue and Red CS/CSS moduli for each Blue and Red weapon type pairing.

E-II-3. The CS/CSS Module may be viewed as applying a succession of screens to determine just which CS/CSS measures and countermeasures apply. All CS/CSS factors, prior to screening, are assumed to have default values 1.0 in relation to each Blue/Red weapon type pairing. If all screening with respect to weapon types, weapon categories, side, functions, measures and countermeasures, and combat environment is passed for a specific combination, then a value from the nondefault table of CS/CSS factors is retrieved to replace the default 1.0 in the computation. There are at least two aspects of this process that strike many newcomers as odd. First, the "different" screens are often partially redundant. This redundancy sometimes seems to overtest a combination, and, indeed, it may. No harm is done; the extra screening just takes a little longer. Second, a retrieved "nondefault" CS/CSS factor may be 1.0, the same as the default value. Preprocessing may, indeed, yield measure and countermeasure factors of 1.0 for some functions. Replacing an assumed 1.0 by a computed 1.0 is, of course, unnecessary and could have been avoided at the expense of another test. No harm is done either way.

E-II-4. The relation of the AFP CS/CSS Module itself to the AFP System in general is shown in Figure E-II-1.

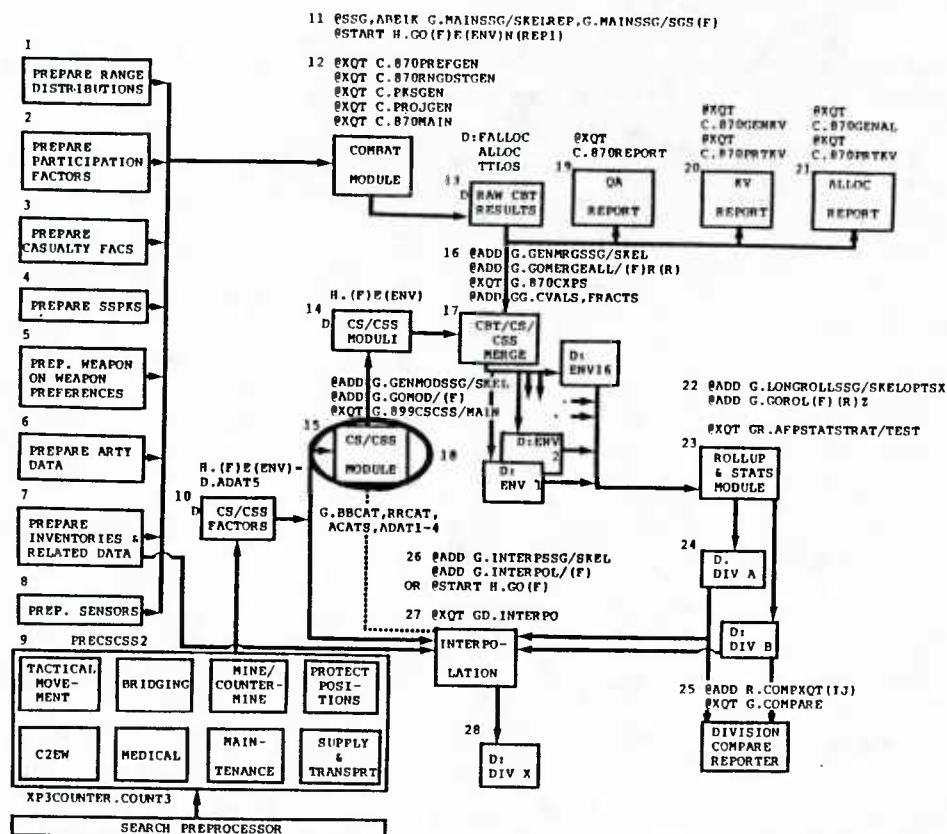


Figure E-II-1. Relation of the AFP Combat Support/Combat Service Support (CS/CSS) Module to the AFP System in General

Section II. INPUT

E-II-5. The following paragraphs describe the input to the AFP CS/CSS Module.

a. Start data record.

Columns	Variables	Data description	Format
1	---	---	1X
4-5	ITHTR	Theater code, e.g., E=Europe	A3
6-10	ITPD	Time period	I4
11-13	IVIS	Visibility 1=clear 2=degraded 2=defense light 3=delay 4=attack	I3
17-19	IDAY	Day or night 1=day 2=night	I3

b. Weapon type to weapon category link, Blue side. An example to fill array LBCAT() is provided in Figure E-II-2.

Columns	Variables	Data description	Format
(first record)			
1-3	---	---	3X
4-6	LBCAT(1)	Links weapon #1 to its category	I3
7-9	LBCAT(2)	Links weapon #2 to its category	I3
10-12	LBCAT(3)	Links weapon #3 to its category	I3
.			
31-33	LBCAT(10)	Links weapon #10 to its category	I3
(Nth record)			
1-3	---	---	3X
4-6	LBCAT(N-1)* 10+1)	Links weapon # (N-1)*10+1 to its category	I3
.			
31-33	LBCAT(N*10)	Links weapon #N*10 to its category (to a 6th record for a total of 60 Blue weapon types)	I3


```

@DATA L 31BRCAT
DATA 8R1 SL74T9 03/06/84 12:14:46 (1)
1. 1 1 1 1 1 2 2 2 2
2. 3 3 3 3 3 4 4 4 4
3. 5 5 5 5 5 6 6 6 6
4. 7 7 7 7 7 8 8 8 8
5. 9 9 9 9 12 12 12 12 12
6. 10 10 10 10 10 11 11 11 11
END DATA. ERRORS: NONE. TIME: 0.505 SEC. IMAGE COUNT: 6

```

Figure E-II-2. Listing of Sample Data Assigning Blue Weapon Types (1-60) to Weapon Categories (1-12)

c. Weapon type to weapon category link, Red side. An example to fill array LRCAT() is provided in Figure E-II-3.

Columns	Variables	Data description	Format
---------	-----------	------------------	--------

(records are similar to those for LBCAT above)

LRCAT(1)

.

LRCAT(60)

```

@DATA L 31RRCAT.
DATA 8R1 SL74T9 03/06/84 12:15:11 (1)
1. 1 1 1 1 1 2 2 2 2
2. 3 3 3 3 3 4 4 4 4
3. 5 5 5 5 5 6 6 6 6
4. 7 7 7 7 7 8 8 8 8
5. 9 9 9 9 9 12 12 12 12
6. 10 10 10 10 10 11 11 11 11
END DATA. ERRORS: NONE. TIME: 0.506 SEC. IMAGE COUNT: 6

```

Figure E-II-3. Listing of Sample Data Assigning Red Weapon Types (1-60) to Weapon Categories (1-12)

d. Weapon type screen. An example to fill arrays BW() and RW() is shown in Figure E-II-4. A value of "Y" turns on a weapon; a value of "N" turns off a weapon type. "Y" subjects a weapon type to subsequent screens; an "N" bypasses further screens for that weapon type. Furthermore, an "N" suppresses the output of the corresponding modulus. The CBT/CS/CSS Module regards "missing" moduli to possess the default value "1.0".

```

@DATA,L 31ADAT1.
DATA 9R1 SL74T9 03/06/84 12:12:45 (1)
  1. YYYYYYYYYY
  2. YYYYYYYYYY
  3. YYYYYYYYYY
  4. YYYYYYYYYY
  5. YYYYYYYYYY
  6. YYYYYYYYYY
  7. YYYYYYYYYY
  8. YYYYYYYYYY
  9. YYYYYYYYYY
 10. YYYYYYYYYY
 11. YYYYYYYYYY
 12. YYYYYYYYYY
END DATA. ERRORS: NONE. TIME: 0.508 SEC. IMAGE COUNT: 12

```

Figure E-II-4. Listing of Sample Data Specifying Whether (Y) or Not (N) CS/CSS Logic is Applicable to Blue (1-60) and Red (1-60) Weapon Types

Columns	Variables	Data description	Format
(first record)			
1-5	---	---	5X
6	BW(1)	Switch for Blue type #1	A1
7	BW(2)	Switch for Blue type #2	A2
.			
15	BW(10)		
(five similar records for Blue types #11 through #60)			
(seventh record)			
1-5	---	---	5X
6	RW(1)	Switch for Red type #1	A1
.			
15	RW(10)		
(five similar records for Red types #11 through #60)			

e. Countermeasure/measure by side by CS/CSS function by weapon type screen. Figure E-II-5 displays sample records for filling the arrays UFUN(), VFUN(), SFUN(), and TFUN(). A value of "Y" subjects the combination to additional screening. A value of "N" bypasses further screening, leaving the corresponding countermeasure or measure set to the default value of "1.0". A complete file contains 60 records if the AFP system is configured for 60 weapon types.

```

DATA, L 31ADAT2.
DATA 9R1 SL74T9 03/06/84 12:13:06 (1)
1. YYY YYY YYY YYY NNN YYY YYY YYY YYY
2. YYY YYY YYY YYY NNN YYY YYY YYY YYY
3. YYY YYY YYY YYY NNN YYY YYY YYY YYY
4. YYY YYY YYY YYY NNN YYY YYY YYY YYY
5. YYY YYY YYY YYY NNN YYY YYY YYY YYY
6. YYY YYY YYY YYY NNN YYY YYY YYY YYY
7. YYY YYY YYY YYY NNN YYY YYY YYY YYY
8. YYY YYY YYY YYY NNN YYY YYY YYY YYY
9. YYY YYY YYY YYY NNN YYY YYY YYY YYY
10. YYY YYY YYY YYY NNN YYY YYY YYY YYY
11. YYY YYY YYY YYY NNN YYY YYY YYY YYY
12. YYY YYY YYY YYY NNN YYY YYY YYY YYY
13. YYY YYY YYY YYY NNN YYY YYY YYY YYY
14. YYY YYY YYY YYY NNN YYY YYY YYY YYY
15. YYY YYY YYY YYY NNN YYY YYY YYY YYY
16. YYY YYY YYY YYY NNN YYY YYY YYY YYY
17. YYY YYY YYY YYY NNN YYY YYY YYY YYY
18. YYY YYY YYY YYY NNN YYY YYY YYY YYY
19. YYY YYY YYY YYY NNN YYY YYY YYY YYY
20. YYY YYY YYY YYY NNN YYY YYY YYY YYY
21. YYY YYY YYY YYY NNN YYY YYY YYY YYY
22. YYY YYY YYY YYY NNN YYY YYY YYY YYY
23. YYY YYY YYY YYY NNN YYY YYY YYY YYY
24. YYY YYY YYY YYY NNN YYY YYY YYY YYY
25. YYY YYY YYY YYY NNN YYY YYY YYY YYY
26. YYY YYY YYY YYY NNN YYY YYY YYY YYY
27. YYY YYY YYY YYY NNN YYY YYY YYY YYY
28. YYY YYY YYY YYY NNN YYY YYY YYY YYY
29. YYY YYY YYY YYY NNN YYY YYY YYY YYY
30. YYY YYY YYY YYY NNN YYY YYY YYY YYY
31. YYY YYY YYY YYY NNN YYY YYY YYY YYY
32. YYY YYY YYY YYY NNN YYY YYY YYY YYY
33. YYY YYY YYY YYY NNN YYY YYY YYY YYY
34. YYY YYY YYY YYY NNN YYY YYY YYY YYY
35. YYY YYY YYY YYY NNN YYY YYY YYY YYY
36. YYY YYY YYY YYY NNN YYY YYY YYY YYY
37. YYY YYY YYY YYY NNN YYY YYY YYY YYY
38. YYY YYY YYY YYY NNN YYY YYY YYY YYY
39. YYY YYY YYY YYY NNN YYY YYY YYY YYY
40. YYY YYY YYY YYY NNN YYY YYY YYY YYY
41. YYY YYY YYY YYY NNN YYY YYY YYY YYY
42. YYY YYY YYY YYY NNN YYY YYY YYY YYY
43. YYY YYY YYY YYY NNN YYY YYY YYY YYY
44. YYY YYY YYY YYY NNN YYY YYY YYY YYY
45. YYY YYY YYY YYY NNN YYY YYY YYY YYY
46. YYY YYY YYY YYY NNN YYY YYY YYY YYY
47. YYY YYY YYY YYY NNN YYY YYY YYY YYY
48. YYY YYY YYY YYY NNN YYY YYY YYY YYY
49. YYY YYY YYY YYY NNN YYY YYY YYY YYY
50. YYY YYY YYY YYY NNN YYY YYY YYY YYY
51. YYY YYY YYY YYY NNN YYY YYY YYY YYY
52. YYY YYY YYY YYY NNN YYY YYY YYY YYY
53. YYY YYY YYY YYY NNN YYY YYY YYY YYY
54. YYY YYY YYY YYY NNN YYY YYY YYY YYY
55. YYY YYY YYY YYY NNN YYY YYY YYY YYY
56. YYY YYY YYY YYY NNN YYY YYY YYY YYY
57. YYY YYY YYY YYY NNN YYY YYY YYY YYY
58. YYY YYY YYY YYY NNN YYY YYY YYY YYY
59. YYY YYY YYY YYY NNN YYY YYY YYY YYY
60. YYY YYY YYY YYY NNN YYY YYY YYY YYY
END DATA. ERRORS: NONE. TIME: 0.733 SEC. IMAGE COUNT: 60

```

Figure E-II-5. Listing of Sample Data Specifying by Countermeasure/Measure by Side by CS/CSS Function by Blue and Red Weapon Types Whether (Y) or Not (N) Subsequent CS/CSS Logic Is Applicable to the Combination (an "N" leaves the corresponding factor set to the default value = 1.0)

Columns	Variables	Data description	Format
(Ith record)			
1-5	---	---	5X
6	UFUN(1,I)	Blue countermeasure, first CS/CSS function, Ith Blue weapon	A1
7	VFUN(1,I)	Blue measure, first CS/CSS function, Ith Blue weapon	A1
8	SFUN(1,I)	Red countermeasure, first CS/CSS function, Ith Red weapon	A1
9	TFUN(1,I)	Red measure, first CS/CSS function, Ith Red weapon	A1
10	---	---	1X
:			
46	UFUN(9,I)	Blue countermeasure, ninth CS/CSS function, Ith Blue weapon	A1
47	VFUN(9,I)	Blue measure, ninth CS/CSS function, Ith Blue weapon	A1
48	SFUN(9,I)	Red countermeasure, ninth CS/CSS function, Ith Red weapon	A1
49	TFUN(9,I)	Red measure, ninth CS/CSS function, Ith Red weapon	A1

f. Countermeasure/measure by side by CS/CSS function by combat environment screen. Figure E-II-6 displays sample records for filling the arrays EUFUN(), EVFUN(), ESFUN(), and ETFUN(). A value of "Y" subjects the combination to additional screening for the current weapon pairing. A value of "N" bypasses further screening, leaving the corresponding countermeasure or measure set to the default value of "1.0". A complete file contains 16 records, one for each combat environment.

```

@DATA, L 31ADAT3.
DATA 9R1 SL74T9 03/06/84 12:13:27 (1)
 1. Y Y N Y N Y N Y N N N N N Y Y Y Y N Y N Y N Y N Y N Y
 2. Y Y N Y N Y N Y N N N N N Y Y Y Y N Y N Y N Y N Y N Y
 3. Y Y N Y N Y N Y N N N N N Y Y Y Y N Y N Y N Y N Y N Y
 4. N Y Y Y N Y N Y Y N N Y N N N Y Y Y Y N Y N Y N Y N Y N Y
 5. Y Y N Y N Y N Y N N N N N Y Y Y Y N Y N Y N Y N Y N Y
 6. Y Y N Y N Y N Y N N N N N Y Y Y Y N Y N Y N Y N Y N Y
 7. Y Y N Y N Y N Y N N N N N Y Y Y Y N Y N Y N Y N Y N Y
 8. N Y Y Y N Y N Y Y N N Y N N N Y Y Y Y N Y N Y N Y N Y N Y
 9. Y Y N Y N Y N Y N N N N N Y Y Y Y N Y N Y N Y N Y N Y
10. Y Y N Y N Y N Y N N N N N Y Y Y Y N Y N Y N Y N Y N Y
11. Y Y N Y N Y N Y N N N N N Y Y Y Y N Y N Y N Y N Y N Y
12. N Y Y Y N Y N Y Y N N Y N N N Y Y Y Y N Y N Y N Y N Y N Y
13. Y Y N Y N Y N Y N N N N N Y Y Y Y N Y N Y N Y N Y N Y
14. Y Y N Y N Y N Y N N N N N Y Y Y Y N Y N Y N Y N Y N Y
15. Y Y N Y N Y N Y N N N N N Y Y Y Y N Y N Y N Y N Y N Y
16. N Y Y Y N Y N Y Y N N Y N N N Y Y Y Y N Y N Y N Y N Y N Y
END DATA. ERRORS: NONE. TIME: 0.510 SEC. IMAGE COUNT: 16

```

Figure E-II-6. Listing of Sample Data Specifying by Countermeasure/Measure by Side by CS/CSS Function by Combat Environment Whether (Y) or Not (N) Subsequent CS/CSS Logic Is Applicable to the Combination (an "N" leaves the corresponding factor set to the default value = 1.0)

Columns	Variables	Data description	Format
(Ith record)			
1-5	---	---	5X
6	EUFUN(1,I)	Blue countermeasure, first CS/CSS function, Ith combat environment	A1
7	EVFUN(1,I)	Blue measure, first CS/CSS function, Ith combat environment	A1
8	ESFUN(1,I)	Red countermeasure, first CS/CSS function, Ith combat environment	A1
9	ETFUN(1,I)	Red measure, first CS/CSS function, Ith combat environment	A1
10	---	---	1X
.			
.			
46	EUFUN(9,I)	Blue countermeasure, ninth CS/CSS function, Ith combat environment	A1
47	EVFUN(9,I)	Blue measure, ninth CS/CSS function, Ith combat environment	A1
48	ESFUN(9,I)	Red countermeasure, ninth CS/CSS function, Ith combat environment	A1
49	ETFUN(9,I)	Red measure, ninth CS/CSS function, Ith combat environment	A1

g. Countermeasure/measure by side by CS/CSS function by Red weapon category by Blue weapon category screen. Figure E-II-7 displays sample records for filling the arrays UCAT(), VCAT(), SCAT(), and TCAT(). If screening by all preceding switches has been passed, a value of "Y" causes retrieval of the nondefault value for the corresponding countermeasure or measure. A value of "N" causes the corresponding countermeasure or measure to be set to the default value "1.0". A complete file contains 108 records (12 weapon categories x 9 CS/CSS functions).

Columns	Variables	Data description	Format
((K-1)*9+Ith record)			
1-4	---	---	4X
5	UCAT(I,1,K)	Blue countermeasure, Ith CS/CSS function, first Red category, Kth Blue category	A1
6	VCAT(I,1,K)	Blue measure, Ith CS/CSS function, first Red category, Kth Blue category	A1
7	SCAT(I,1,K)	Red countermeasure, Ith CS/CSS function, first Red category, Kth Blue category	A1
8	TCAT(I,1,K)	Red measure, Ith CS/CSS function, first Red category, Kth Blue category	A1
9	---	---	1X
.			
60	UCAT(I,12,K)	Blue countermeasure, Ith CS/CSS function, 12th Red category, Kth Blue category	A1
61	VCAT(I,12,K)	Blue measure, Ith CS/CSS function, 12th Red category, Kth Blue category	A1
62	SCAT(I,12,K)	Red Countermeasure, Ith CS/CSS function, 12th Red category, Kth Blue category	A1
63	TCAT(I,12,K)	Red measure, Ith CS/CSS function, 12th Red category, Kth Blue category	A1


```

DATA L 31ACATS.
DATA 9R1 SL74T9 03/06/84 12:14:12 (1)
1. YYY YYY YYY YYY YYY YYY YYY YYY NYYN NYYN YYY YYY YYY
2. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
3. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
4. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
5. NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN
6. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
7. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
8. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
9. YYY YYY YYY YYY YYY YYY YYY YYY NYYN NYYN YYY YYY YYY
10. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
11. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
12. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
13. NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN
14. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
15. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
16. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
17. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
18. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
19. YYY YYY YYY YYY YYY YYY YYY YYY NYYN NYYN YYY YYY YYY
20. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
21. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
22. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
23. NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN
24. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
25. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
26. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
27. YYY YYY YYY YYY YYY YYY YYY YYY NYYN NYYN YYY YYY YYY
28. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
29. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
30. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
31. NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN NNNN
32. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
33. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
34. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
35. YYY YYY YYY YYY YYY YYY YYY YYY NYYN NYYN YYY YYY YYY
36. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN
37. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
38. NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN NYYN

```

Figure E-II-7. Listing of Sample Data Specifying by Countermeasure/Measure by Side by CS/CSS Function by Red Weapon Category (1-12) by Whether (Y) or Not (N) the Corresponding CS/CSS Factor Is Applicable to the Combination (an "N" leaves the factor set to the default value = 1.0)
(page 1 of 2 pages)


```

39.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
40.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
41.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
42.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
43.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
44.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
45.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
46.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
47.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
48.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
49.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
50.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
51.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
52.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
53.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
54.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
55.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
56.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
57.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
58.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
59.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
60.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
61.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
62.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
63.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
64.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
65.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
66.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
67.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
68.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
69.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
70.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
71.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
72.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
73.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
74.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
75.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
76.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
77.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
78.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
79.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
80.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
81.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
82.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
83.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
84.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
85.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
86.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
87.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
88.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
89.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
90.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
91.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
92.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
93.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
94.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
95.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
96.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
97.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
98.  NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
99.  YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
100. NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
101. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
102. NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
103. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
104. NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
105. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
106. NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
107. YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY YYY
108. NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN NNN
END DATA. ERRORS: NONE. TIME: 1.041 SEC. IMAGE COUNT: 108

```

Figure E-II-7. Listing of Sample Data Specifying by Countermeasure/Measure by Side by CS/CSS Function by Red Weapon Category (1-12) by Whether (Y) or Not (N) the Corresponding CS/CSS Factor Is Applicable to the Combination (an "N" leaves the factor set to the default value = 1.0)
(page 2 of 2 pages)

h. CS/CSS function weights by combat environment. Figure E-II-8 displays sample records for filling array A(). Each record provides the weights for a single combat environment. The weights express the relative importance or significance of CS/CSS functions in a combat environment. A complete file contains 16 records.

```
DATA, L 31ADAT4.
DATA 9R1 SL74T9 03/06/84 12:13:40 (1)
1. .500 .500 1.000 1.000 .000 .250 1.000 1.000 1.000
2. .500 .500 1.000 1.000 .000 .250 1.000 1.000 1.000
3. .750 .750 1.250 .500 .000 1.000 1.000 1.000 1.000
4. 1.000 1.000 1.000 .250 .000 .250 1.000 1.000 1.000
5. .500 .500 1.000 1.000 .000 .250 1.000 1.000 1.000
6. .500 .500 1.000 1.000 .000 .250 1.000 1.000 1.000
7. .750 .750 1.250 .500 .000 1.000 1.000 1.000 1.000
8. 1.000 1.000 1.000 .250 .000 .250 1.000 1.000 1.000
9. .500 .500 1.000 1.000 .000 .250 1.000 1.000 1.000
10. .500 .500 1.000 1.000 .000 .250 1.000 1.000 1.000
11. .750 .750 1.250 .500 .000 1.000 1.000 1.000 1.000
12. 1.000 1.000 1.000 .250 .000 .250 1.000 1.000 1.000
13. .500 .500 1.000 1.000 .000 .250 1.000 1.000 1.000
14. .500 .500 1.000 1.000 .000 .250 1.000 1.000 1.000
15. .750 .750 1.250 .500 .000 1.000 1.000 1.000 1.000
16. 1.000 1.000 1.000 .250 .000 .250 1.000 1.000 1.000
END DATA. ERRORS: NONE. TIME: 0.550 SEC. IMAGE COUNT: 16
```

Figure E-II-8. Listing of Sample Data Specifying CS/CSS Function Weights by Combat Environment

Columns	Variables	Data description	Format
(Ith record)			
1-5	---	---	5X
6-11	A(1,I)	Weight for first CS/CSS function in Ith combat environment	F6.4
12-17	A(2,I)	Weight for 2nd CS/CSS function in Ith combat environment	F6.4
.			
54-59	A(9,I)	Weight for 9th CS/CSS function in Ith combat environment	F6.4

i. CS/CSS functional factors by countermeasure/measure, by side, and by function. Figure E-II-9 displays sample records for filling the array A(). A complete file consists of nine records. (In the current AFP formulation, the "fifth" CS/CSS function is "empty.")

	1										2										3									
	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7			

Tactical movement										.96																				
Bridging										1.00																				
Mine/countermine										.85																				
Protect. positions										1.00																				
not used										1.00																				
C2EW										.80																				
Medical										1.00																				
Maintenance										1.00																				
Supply & trans- portation										1.00																				

Figure E-II-9. Listing of Sample Data Specifying the CS/CSS Countermeasure/Measure Factors by Side by CS/CSS Function

Columns	Variables	Data description	Format
(Ith record)			
1-5	----	---	5X
6-13	U(I)	Blue countermeasure factor for the Ith CS/CSS function	F8.4
14-21	V(I)	Blue measure factor for the Ith CS/CSS function	F8.4
22-29	S(I)	Red countermeasure factor for the Ith CS/CSS function	F8.4
30-37	T(I)	Red measure factor for the Ith CS/CSS function	F8.4

Section III. OUTPUT

E-II-6. The usual practice is to execute the AFP CS/CSS Module for a specific combat environment and for specific Blue and Red division types. A complete set of CS/CSS moduli corresponding to Blue and Red weapon type pairings is output to a file (Unit 25) as type 200 records. If there are 60 Blue and 60 Red weapon types, separate Blue and Red moduli are output for each of the 3,600 pairings for a total of 3,600 Blue and 3,600 Red moduli. Figure E-II-10 displays sample extracted records from a standard CS/CSS Module output file. The fields of each record have the following significance:

Columns	Variables	Data description	Format
(any record)			
1-6	ISCNT	Identifier of modulus record; always ISCNT=200	I6
7-9	ITHTR	Theater identifier	A3
10-13	ITPD	Timeframe	I4
14-16	IVIS	Visibility condition	I3
17-19	IPOS	Posture identifier	I3
20-22	IDAY	Day/night identifier	I3
23-27	IB	Blue weapon type identifier	I5
28-37	BF	Blue CS/CSS modulus	F10.6
38-42	IR	Red weapon type identifier	I5
43-52	RF	Red CS/CSS modulus	F10.6

ISCNT	Theater	Time pd	Vis	Pos- ture	Day	Blue Wpn ID	Blue Modulus	Red Wpn ID	Red Modulus
2000	E	1	1	1	1	1	.987073	1	1.194461
2000	E	1	1	1	1	1	.987073	2	1.194461
2000	E	1	1	1	1	1	.987073	3	1.194461
2000	E	1	1	1	1	1	.987073	4	1.194461
2000	E	1	1	1	1	1	.987073	5	1.194461
2000	E	1	1	1	1	1	.987073	6	1.194461
2000	E	1	1	1	1	1	.987073	7	1.194461
2000	E	1	1	1	1	1	.987073	8	1.194461
2000	E	1	1	1	1	1	.987073	9	1.194461
2000	E	1	1	1	1	1	.987073	10	1.194461
.
2000	E	1	1	1	1	1	.987073	60	1.194461
2000	E	1	1	1	1	2	.987073	1	1.194461
2000	E	1	1	1	1	2	.987073	2	1.194461
2000	E	1	1	1	1	2	.987073	3	1.194461
2000	E	1	1	1	1	2	.987073	4	1.194461
2000	E	1	1	1	1	2	.987073	5	1.194461
2000	E	1	1	1	1	2	.987073	6	1.194461
2000	E	1	1	1	1	2	.987073	7	1.194461
2000	E	1	1	1	1	2	.987073	8	1.194461
2000	E	1	1	1	1	2	.987073	9	1.194461
2000	E	1	1	1	1	2	.987073	10	1.194461
.
2000	E	1	1	1	1	2	.987073	60	1.194461
2000	E	1	1	1	1	3	.987073	1	1.194461
2000	E	1	1	1	1	3	.987073	2	1.194461
2000	E	1	1	1	1	3	.987073	3	1.194461
2000	E	1	1	1	1	3	.987073	4	1.194461
2000	E	1	1	1	1	3	.987073	5	1.194461
2000	E	1	1	1	1	3	.987073	6	1.194461
2000	E	1	1	1	1	3	.987073	7	1.194461
2000	E	1	1	1	1	3	.987073	8	1.194461
2000	E	1	1	1	1	3	.987073	9	1.194461
2000	E	1	1	1	1	3	.987073	10	1.194461
.
2000	E	1	1	1	1	3	.987073	60	1.194461
2000	E	1	1	1	1	4	.987073	1	1.194461
2000	E	1	1	1	1	4	.987073	2	1.194461
2000	E	1	1	1	1	4	.987073	3	1.194461
2000	E	1	1	1	1	4	.987073	4	1.194461
2000	E	1	1	1	1	4	.987073	5	1.194461
2000	E	1	1	1	1	4	.987073	6	1.194461
2000	E	1	1	1	1	4	.987073	7	1.194461
2000	E	1	1	1	1	4	.987073	8	1.194461
2000	E	1	1	1	1	4	.987073	9	1.194461
2000	E	1	1	1	1	4	.987073	10	1.194461

Figure E-II-10. Example Extract Records from File of Blue and Red CS/CSS Moduli Output by the AFP CS/CSS Module

Section IV. RUNSTREAM

E-II-7. The CS/CSS Module must be executed as part of full-scale AFP system application. That is, in AFP system work involving execution of the AFP Combat Module, Combat Module output should always be processed by the CBT/CS/CSS Merge Module. The CBT/CS/CSS Merge Module requires, in addition to output of the Combat Module, CS/CSS moduli produced by the CS/CSS Module. But whereas, the CBT/CS/CSS Merge Module should be executed every time the Combat Module is run (e.g., 160 times in the production of H-series mechanized division potentials involving 10 replications of the Combat Module in each of 16 combat environments), the CS/CSS Module must be run only enough times to produce the needed number of distinct sets of CS/CSS moduli. In the case just mentioned, only four sets of moduli were needed, one for each of the usual AFP postures: RAPD, STATIC, RADE, and BAPD. Those sets were applied for those postures in both day and night and in both clear and degraded visibility. Four different sets of CS/CSS moduli were needed for the J-series mechanized division production. Hence, production of CS/CSS moduli for the H- and J-series division required a total of eight executions of the CS/CSS Module. The runstreams for execution of the CS/CSS Module were generated by a short SSG program. That SSG program is shown in Figure E-II-11. The CS/CSS Module is not executed as part of the AFP interpolation process described in Appendix I. Modified routines from the CS/CSS Module are imbedded within the AFP Interpolation Module. The Interpolation Module requires many of the same input as does the CS/CSS Module. The Interpolation Module requires its own special runstreams; these may be generated by an SSG program described in Appendix I.

```

1      @SSG,BK
2      SSG
3      FORCEIN HM00
4      FORCEOUT HM00
5      YEAR 80
6      FFIL H7CSCSSI
7      ENV 01 02 03 04
8      ENVO 01 06 11 04
9      IVIS 1 1 1 1
10     IPOS 1 2 3 4
11     IDAY 1 1 1 1
12     FIL ADAT1 ADAT2 ADAT3 ADAT4 ACATS BBCAT RRCAT
13     NUMS 11 12 13 14 16 17 18
14     @EOF
15     SKEL
16     *INCREMENT F TO [FORCEIN,1]
17     *BRKPT,K G6GECTEST.GOMOD/[FORCEOUT,1,F,1]
18     *HDG UNCLASSIFIED CSCSS MOD [FORCEOUT,1,F,1]
19     *REL,L G6GECTEST.GOMOD/[FORCEOUT,1,F,1]
20     *ASG,A [FFILE,1,1,1],.CSCSS FACTORS IN
21     *ASG,A H7CSCSS,.CSCSS MODULI OUT
22     *ASG,T 25,///1000 .TEMP OUTPUT
23     *ASG,T 15.
24     *INCREMENT A TO [FIL,1]
25     *ASG,T [NUMS,1,A,1],///100
26     *ED G6GECTEST.[FIL,1,A,1],[NUMS,1,A,1].
27     *LOOP .A
28     *INCREMENT IE TO [ENV,1]
29     *ED [FFILE,1,1,1].[FORCEIN,1,F,1][ENV,1,IE,1],15.
30     *DATA,L 15.
31     *END
32     *XQT G6GECTEST.899CSCSS/MAIN
33     *E [YEAR,1,F,1] [IVIS,1,IE,1] [IPOS,1,IE,1] [IDAY,1,IE,1]
34     *ED 25,H7CSCSS.[FORCEOUT,1,F,1][ENVO,1,IE,1]
35     *ERS 15.
36     *ERS 25.
37     *LOOP .IE
38     *INCREMENT A TO [NUMS,1]
39     *FREE [NUMS,1,A,1].
40     *LOOP .A
41     *FREE 15.
42     *FREE 25.
43     *LOOP .F
44     *ECF
45     @EOF

```

Figure E-II-11. Example SSG Program for the Generation of CS/CSS Module Runstreams

a. SGS Section. The SGSs specify the symbols and controls necessary to generate correct runstreams. The examples in Figure E-II-11 are correct for generation of one runstream involving four executions of the CS/CSS Module for the H-series mechanized division. Different specifications of the SGSs are required for, say, the J-series division. However, symbols for both the H- and J-series divisions could be included within the SGS definitions leading to the generation of both runstreams in a single execution of the SSG program. Suitable SGS definitions can lead to generation of many runstreams in a single execution of the SSG program.

(1) **FORCEIN.** The SGS "FORCEIN" specifies the symbol(s) appearing in the names of elements containing the appropriate CS/CSS factors. In the example, the single symbol "HMOO" leads to generation of a single runstream. If the same SGS included a second symbol, say "JMOO," a second runstream would be generated. Of course, a second symbol here means that additional symbols must be included in some other SGSs as well.

(2) **FORCEOUT.** The SGS "FORCEOUT" specifies the symbol(s) to appear in the names of the output runstream element and CS/CSS Module elements. In the example, the FORCEIN and FORCEOUT symbols differ; in general, the symbols may be the same or different as convenient. If the SGS FORCEIN includes a second symbol, so too should the SGS FORCEOUT.

(3) **YEAR.** The SGS "YEAR" specifies a year symbol that will appear in each CS/CSS moduli record output. If the SGS FORCEIN includes a second symbol, so too should SGS YEAR.

(4) **FFILE.** The SGS "FFILE" specifies the name of the file containing the elements providing input CS/CSS factors. The elements corresponding to all postures or environments and all divisions specified in SGS FORCEIN must be located in the single file specified.

(5) **ENV.** The SGS "ENV" specifies the environmental symbols that appear in the element names of the input CS/CSS factors. The same symbols must apply to all divisions specified in SGS FORCEIN. In the example shown, only four environmental symbols are specified. From 1 to 16, such symbols are permitted.

(6) **ENVO.** The SGS "ENVO" specifies the environmental symbols that appear in the element names of the output CS/CSS moduli. The same symbols must apply to all divisions specified in SGS FORCEIN. In the example shown, only four environmental symbols are specified. From 1 to 16, such symbols are permitted, but the numbers of symbols in SGSs ENV and ENVO should be the same. Note that the symbols defined in the example SGSs ENV and ENVO are not identical. The symbols may be identical or different, as convenient. The differences shown in the example are simply the result of different outlooks by the AFP CS/CSS and combat teams. (Note that the posture is the same in environments 2 and 6. Also, the posture is the same in environments 3 and 11.)

(7) **IVIS.** The SGS "IVIS" specifies the visibility symbols that will appear in the CS/CSS moduli output records. As many symbols should appear in SGS IVIS as in SGS ENV. The same symbols are used for all divisions defined in SGS FORCEIN.

(8) **IPOS.** The SGS "IPOS" specifies the posture symbols that will appear in the CS/CSS moduli output records. As many symbols should appear in SGS IPOS as in SGS ENV. The same symbols are used for all divisions defined in SGS FORCEIN.

(9) **IDAY.** The SGS "IDAY" specifies the day/night symbols that will appear in the CS/CSS moduli output records. As many symbols should appear in SGS IDAY as in SGS ENV. The same symbols are used for all divisions defined in SGS FORCEIN.

(10) **FIL.** The SGS "FIL" specifies the names of elements containing data input to the CS/CSS Module. The data are described in the INPUT section.

(11) **NUMS.** The SGS "NUMS" specifies the logical device numbers of temporary files into which the corresponding elements named in SGS FIL are copied prior to execution of the CS/CSS Module.

b. SKELeton Section. In accord with the above-described SGSs, the SKEL section generates as many runstream elements (assumed to be used as ADD not as START elements) as there are divisions defined in SGS FORCEIN. Note that the SKEL is based on the assumption that runstream elements will all be breakpointed to file G6GECTEST and that all CS/CSS moduli output elements will be written to file H7CSCSS. Both these file names may be changed within the SKEL, or, if name changes are expected to be frequent, new SGSs may be defined in the SGS section and referenced in the SKEL section.

c. Runstream Example. Figure E-II-12 displays an example runstream generated by the example program in Figure E-II-11. Note that, because the SGS in the example specified four environments, the single runstream includes four executions of the CS/CSS Module (@XQT G6GECTEST.899CSCSS/MAIN).

```

1  @HOG UNCLASSIFIED CSCSS MOD HM80
2  @ELT,L G6GECTEST.GOMOD/HM80
3  @ASG,A H7CSCSSI. .CSCSS FACTORS IN
4  @ASG,A H7CSCSS. .CSCSS MODULI OUT
5  @ASG,T 25.,///1000 .TEMP OUTPUT
6  @ASG,T 15.
7  @ASG,T 11.,///100
8  @ED G6GECTEST.ADAT1,11.
9  @ASG,T 12.,///100
10 @ED G6GECTEST.ADAT2,12.
11 @ASG,T 13.,///100
12 @ED G6GECTEST.ADAT3,13.
13 @ASG,T 14.,///100
14 @ED G6GECTEST.ADAT4,14.
15 @ASG,T 16.,///100
16 @ED G6GECTEST.ACATS,16.
17 @ASG,T 17.,///100
18 @ED G6GECTEST.SBCAT,17.
19 @ASG,T 18.,///100
20 @ED G6GECTEST.RRCAT,18.
21 @ED H7CSCSSI.HMDOED01,15.
22 @DATA,L 15.
23 @END
24 @XQT G6GECTEST.899CSCSS/MAIN
25 E 80 1 1 1
26 @ED 25.,H7CSCSS.HM80ED01
27 @ERS 15.
28 @ERS 25.
29 @ED H7CSCSSI.HMDOED02,15.
30 @DATA,L 15.
31 @END
32 @XQT G6GECTEST.899CSCSS/MAIN
33 E 80 1 2 1
34 @ED 25.,H7CSCSS.HM80ED06
35 @ERS 15.
36 @ERS 25.
37 @ED H7CSCSSI.HMDOED03,15.
38 @DATA,L 15.
39 @END
40 @XQT G6GECTEST.899CSCSS/MAIN
41 E 80 1 3 1
42 @ED 25.,H7CSCSS.HM80ED11
43 @ERS 15.
44 @ERS 25.
45 @ED H7CSCSSI.HMDOED04,15.
46 @DATA,L 15.
47 @END
48 @XQT G6GECTEST.899CSCSS/MAIN
49 E 80 1 4 1
50 @ED 25.,H7CSCSS.HM80ED74
51 @ERS 15.
52 @ERS 25.
53 @FREE 11.
54 @FREE 12.
55 @FREE 13.
56 @FREE 14.
57 @FREE 16.
58 @FREE 17.
59 @FREE 18.
60 @FREE 15.
61 @FREE 25.

```

Figure E-II-12. Example Runstream for Execution of the AFP
Combat Support/Combat Service Support (CS/CSS) Module

Section V. PROGRAM

E-II-8. Figure E-II-13 displays the basic logical flow of the AFP CS/CSS Module.

E-II-9. The source listings of the main program and subprograms of the AFP CS/CSS Module are displayed in Figures E-II-14 through E-II-21. The source listings include some intralinear comments. The following paragraphs provide additional commentary.

E-II-10. Figure E-II-14 presents the source listing of the main program of the CS/CSS Module.

a. The main program declares most of the reference arrays used in the CS/CSS Module. Most of these are given short definitions in lines 25-45 of the source listing of subprogram CSCSS shown later in Figure E-II-15. Because of their importance throughout the module, the arrays and their dimensioning parameters are defined at somewhat greater length in the following paragraphs.

- (1) M is a parameter specifying the number of Blue weapon types.
- (2) N is a parameter specifying the number of Red weapon types.
- (3) NFUNS is a parameter specifying the number of CS/CSS functions.
- (4) NENV is a parameter specifying the number of combat environments.
- (5) NCATS is a parameter specifying the number of weapon categories.
- (6) BW(M), the array BW() stores a 'Y' (yes) or 'N' (no) indicating whether the m-th Blue weapon type is to be subject to subsequent CS/CSS logic.
- (7) RW(N), the array RW() stores a 'Y' (yes) or 'N' (no) indicating whether the n-th Red weapon type is to be subject to subsequent CS/CSS logic.
- (8) UFUN(NFUNS,M), the array UFUN() stores a 'Y' (yes) or 'N' (no) indicating whether the m-th Blue weapon type is to be subject to subsequent CS/CSS logic for the countermeasure of the nfuncs-th CS/CSS function.
- (9) VFUN(NFUNS,M), the array VFUN() stores a 'Y' (yes) or 'N' (no) indicating whether the m-th Blue weapon type is to be subject to subsequent CS/CSS logic for the measure of the nfuncs-th CS/CSS function.
- (10) SFUN(NFUNS,N), the array SFUN() stores a 'Y' (yes) or 'N' (no) indicating whether the n-th Red weapon type is to be subject to subsequent CS/CSS logic for the countermeasure of the nfuncs-th CS/CSS function.

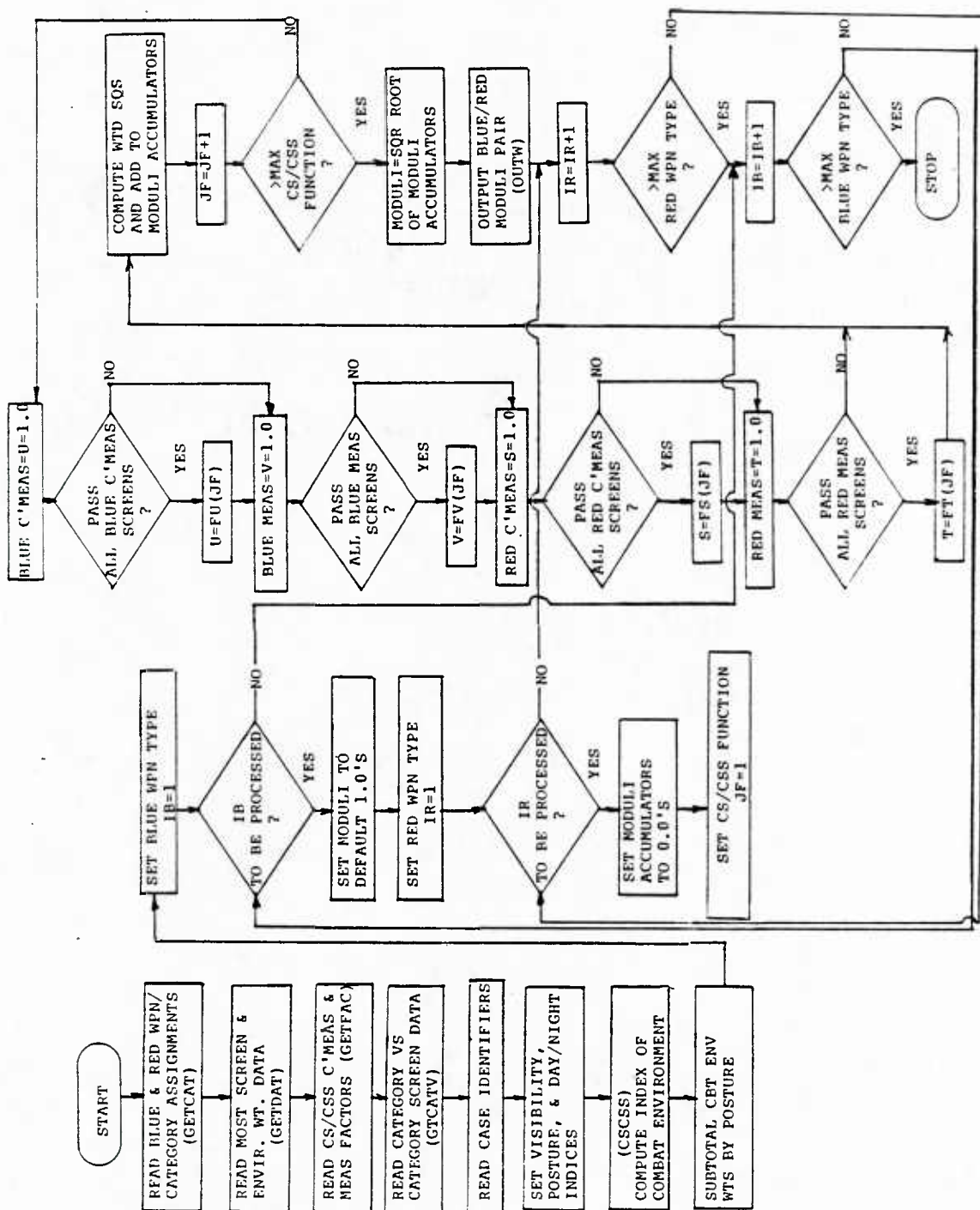


Figure E-II-13. Flow Diagram of the Basic Logic of the AFP Combat Support/Combat Service Support (CS/CSS) Module

```

1      PARAMETER M=60,N=60,NFUNS=9,NENV=16,NCATS=12
2
3      C
4      CHARACTER*1 BW(M),RW(N),UFUN(NFUNS,M),VFUN(NFUNS,M),
5      *SFUN(NFUNS,N),TFUN(NFUNS,N),EUFUN(NFUNS,NENV),EVFUN(NFUNS,NENV),
6      *ESFUN(NFUNS,NENV),ETFUN(NFUNS,NENV),UCAT(NFUNS,NCATS,NCATS),
7      *VCAT(NFUNS,NCATS,NCATS),SCAT(NFUNS,NCATS,NCATS),
8      *TCAT(NFUNS,NCATS,NCATS)
9
10     C
11     CHARACTER ITHTR*3, RDERR*80
12
13     C
14     DIMENSION A(NFUNS,NENV),LBCAT(M),LRCAT(N)
15
16     C
17     COMMON/FACTOR/U(NFUNS),V(NFUNS),S(NFUNS),T(NFUNS)
18     COMMON/ALRK/IWRK,ISCNT,ITHTR,ITPD,IVISX,IPOSX,IDAYX
19
20     C
21     DATA NPOS,NDAY/4,2/
22
23     C
24     INFILE=17
25     CALL GETCAT(LBCAT,M,'BBCAT-FILE',INFILE)
26     INFILE=18
27     CALL GETCAT(LRCAT,N,'RRCAT-FILE',INFILE)
28
29     C
30     CALL GETDAT(M,N,NFUNS,NENV,UFUN,VFUN,SFUN,TFUN,
31     *EUFUN,EVFUN,ESFUN,ETFUN,BW,RW,A)
32
33     C
34     CALL GETFAC(U,V,S,T,NFUNS)
35
36     C
37     CALL GTCATV(UCAT,VCAT,SCAT,TCAT,NFUNS,NCATS)
38
39     C
40     IWRK=25
41     ISCNT=200
42     READ (5,100,ERR=110) ITHTR,ITPD,IVIS,IPOS,IDAY
43     100 FORMAT(1X,A3,I4,3I3)
44     GO TO 120
45     110 READ(0,115)RDERR
46     115 FORMAT(A80)
47     PRINT*, 'ERR IN READING INPUT VARIABLES:'
48     PRINT*, 'RECORD=',RDERR
49     STOP
50     120 PRINT*, 'AT END - INPUT VARIABLES'
51     ITHTR='E'
52     ITPD=1
53     DO 30 IVIS=1,1
54     IVISX=IVIS
55     DO 40 IPOS=1,1
56     IPOSX=IPOS
57     JPOS=4
58     IF(IPOSX.EQ.4) JPOS=1
59     DO 30 IDAY=1,1
60     IDAYX=IDAY
61     CALL CSCSS(M,N,NFUNS,IVIS,IPOS,IDAY,NENV,UFUN,VFUN,SFUN,TFUN,
62     *EUFUN,EVFUN,ESFUN,ETFUN,BW,RW,NPOS,NDAY,A,JPOS,
63     *LBCAT,LRCAT,UCAT,VCAT,SCAT,TCAT,NCATS)
64
65     C
66     30 CONTINUE
67     C
68     40 CONTINUE
69     C
70     50 CONTINUE
71     STOP 'DONE'
72     END

```

Figure E-II-14. Source Listing of Main Program CS/CSS/MAIN of the AFP CS/CSS Module

(11) TFUN(NFUNS,N), the array TFUN() stores a 'Y' (yes) or 'N' (no) indicating whether the n-th Red weapon type is to be subject to subsequent CS/CSS logic for the measure of the nfuncs-th CS/CSS function.

(12) EUFUN(NFUNS,NENV), the array EUFUN() stores a 'Y' (yes) or 'N' (no) indicating whether subsequent CS/CSS logic is to be applied for the Blue countermeasure of the nfuncs-th CS/CSS function in the nenv-th combat environment.

(13) EVFUN(NFUNS,NENV), the array EVFUN() stores a 'Y' (yes) or 'N' (no) indicating whether subsequent CS/CSS logic is to be applied for the Blue measure of the nfuncs-th CS/CSS function in the nenv-th combat environment.

(14) ESFUN(NFUNS,NENV), the array ESFUN() stores a 'Y' (yes) or 'N' (no) indicating whether subsequent CS/CSS logic is to be applied for the Red countermeasure of the nfuncs-th CS/CSS function in the nenv-th combat environment.

(15) ETFUN(NFUNS,NENV), the array ETFUN() stores a 'Y' (yes) or 'N' (no) indicating whether subsequent CS/CSS logic is to be applied for the Red measure of the nfuncs-th CS/CSS function in the nenv-th combat environment.

(16) UCAT(NFUNS,NCATS,NCATS), the array UCAT() store a 'Y' (yes) or 'N' (no) indicating whether subsequent CS/CSS logic is to be applied for the Blue countermeasure of the nfuncs-th CS/CSS function involving pairings of a j-th Red category weapon with a k-th Blue category weapon.

(17) VCAT(NFUNS,NCATS,NCATS), the array VCAT() stores a 'Y' (yes) or 'N' (no) indicating whether subsequent CS/CSS logic is to be applied for the Blue measure of the nfuncs-th CS/CSS function involving pairings of a j-th Red category weapon with a k-th Blue category weapon.

(18) SCAT(NFUNS,NCATS,NCATS), the array SCAT() STORES A 'Y' (yes) or 'N' (no) indicating whether subsequent CS/CSS logic is to be applied for the Red countermeasure of the nfuncs-th CS/CSS function involving pairings of a j-th Red category weapon with a k-th Blue category weapon.

(19) TCAT(NFUNS,NCATS,NCATS), the array TCAT() stores a 'Y' (yes) or 'N' (no) indicating whether subsequent CS/CSS logic is to be applied for the Red Measure of the mfuncs-th CS/CSS function involving pairings of a j-th Red category weapon with a k-th Blue category weapon.

(20) A(NFUNS,NENV), the array A() stores numerical weights (usually on the interval 0.00 - 1.25) to be applied as multipliers of the nfuncs-th component (corresponding to the nfuncs-th CS/CSS function) of the CS/CSS modulus for nenv-th combat environment.

(21) LBCAT(M), the array LBCAT() stores the index of the ncats-th weapon category corresponding to the m-th Blue weapon type.

(22) LRCAT(N), the array LRCAT() stores the index of the ncats-th weapon category corresponding to the n-th Red weapon type.

(23) U(NFUNS), the array U() stores the Blue countermeasure factors corresponding to the nfunс-th CS/CSS functions.

(24) V(NFUNS), the array V() stores the Blue measure factors corresponding to the nfunс-th CS/CSS functions.

(25) S(NFUNS), the array S() stores the Red countermeasure factors corresponding to the nfunс-th CS/CSS functions.

(26) T(NFUNS), the array T() stores the Red measure factors corresponding to the nfunс-th CS/CSS functions.

b. The main program declares arrays, initializes a few variables, calls data input routines, calls the principal subprogram CSCSS to compute and output moduli, and terminates the execution of the module. The call to the subprogram CSCSS originally lay within a triply nested loop structure over combat environments; however, the limiting statements of the loops have been converted to comment statements inasmuch as only one combat environment is processed in a single execution of the module.

(1) Line 1 declares the parameters defined in paragraph E-II-10a immediately above.

(2) Lines 3-7, 11, and 14 declare the arrays defined in paragraph E-II-10a immediately above.

(3) Line 21 calls subprogram GETCAT to input and store the weapon categories corresponding to the Blue weapon types.

(4) Line 23 calls subprogram GETCAT to input and store the weapon categories corresponding to the Red weapon types.

(5) Lines 25 and 26 call subprogram GETDAT to input and store data for the 11 arrays (along with their dimensions) specified in the argument list and defined in paragraph E-II-10a immediately above.

(6) Line 28 calls subprogram GETFAC to input and store the Blue and Red countermeasure and measure factors for the CS/CSS functions. The factors are stored in the four arrays specified in the argument list as defined in paragraph E-II-10a above.

(7) Line 30 calls subprogram GTCATV to input and store the data for the four arrays specified in the argument list and defined in paragraph E-II-10a above.

(8) Line 32 sets scratch variable IWRK to 25, the index of the unit to which CS/CSS moduli are to be written.

(9) Line 33 sets scratch variable ISCNT to 200, the index of the type records to be output.

(10) Line 34 reads several case and environment identifiers whose values, except for posture, are not used for anything significant in the current implementation of the program. The identifiers are included within the records containing CS/CSS moduli at output time, but the values may have to be changed via the system Editor in order to be acceptable as input by the CBT/CS/CSS Merge Module.

(11) Line 36 transfers control beyond the error message sequence (lines 37-41) invoked in the event of a read error in line 34.

(12) Line 42 prints message to the effect that data input was successful.

(13) Line 46 sets scratch variable IVISX to the previously read visibility index.

(14) Line 48 sets scratch variable IPOSX to the previously read (Blue) posture index.

(15) Line 49 sets scratch variable JPOS to an assumed Red attack posture index, '4', corresponding to the first three Blue postures.

(16) However, in Blue posture 4 (Blue attack), Red is defending, so set the Red scratch variable posture index to 1 (defend) line 50.

(17) Line 52 sets scratch variable IDAYX to the previously read day/night index.

(18) Lines 53-55 call subprogram CSCSS to generate the CS/CSS moduli in accord with the data already read. The argument list of the call contains the addresses and dimensions of the arrays needed and defined in paragraph E-II-10a above.

(19) Line 59 provides normal termination of the CS/CSS Module.

E-II-11. Figure E-II-15 presents the source listing of the principal subprogram, CSCSS, of the CS/CSS Module. Subprogram CSCSS possesses a rather lengthy list of formal arguments. Most of these arguments are the addresses and dimensions already defined in paragraph E-II-10a on the main program of the CS/CSS Module. All critical data have been input to the CS/CSS Module before entry to subprogram CSCSS.

```

1      SUBROUTINE CSCSS(M,N,NFUNS,IVIS,IPOS,IDAY,NENV,
2      *UFUN,VFUN,SFUN,TFUN,EUFUN,EVFUN,ESFUN,ETFUN,
3      *BW,RW,NPOS,NDAY,A,JPOS,LBCAT,LRCAT,
4      *UCAT,VCAT,SCAT,TCAT,NC)
5
6      C      PARAMETER NBSTEP=1, NRSTEP=1
7
8      C      CHARACTER*1 BW(M),RW(N),UFUN(NFUNS,M),VFUN(NFUNS,M),
9      *SFUN(NFUNS,N),TFUN(NFUNS,N),EUFUN(NFUNS,NENV),EVFUN(NFUNS,NENV),
10     *ESFUN(NFUNS,NENV),ETFUN(NFUNS,NENV),NO,
11     *UCAT(NFUNS,NC,NC),VCAT(NFUNS,NC,NC),SCAT(NFUNS,NC,NC),
12     *TCAT(NFUNS,NC,NC)
13
14     C      DIMENSION A(NFUNS,NENV),LBCAT(M),LRCAT(N)
15
16     C      NO='N'
17
18     C      A U,V,S, OR T ELEMENT IS BUILT AS THE DIAGONAL OF A HYPER-
19     C      PARALLELOPIPED FOR THE L-TH ENVIRONMENT:
20     C      ELE = SQRT(SUM(A(K,L)*F(K)^2,K)/SUM(A(K,L);K))
21
22     C      IN CURRENT FORM, DOES NOT DEPEND ON FORCE MASSES OR RATIO!!!
23
24     C      ARRAYS & THINGS:
25     C      A(K,L)          #T OF K-TH FUNCT IN L-TH ENVIRONMENT.
26     C      BF              VALUE NET FACTOR OVER ALL FUNCTS. L ENVIR.
27     C      RF              RED NET FACTOR OVER ALL FUNCTS. L ENVIR.
28     C      BW(I)           SW, WHETHER VALUE TYPE I AFFECTED.
29     C      RW(J)           SW, WHETHER RED TYPE J AFFECTED.
30     C      UFUN(K,I)       SW, WHETHER K FUNCT AFFECTS B-TYPE I U'S.
31     C      VFUN(K,I)       SW, WHETHER K FUNCT AFFECTS B-TYPE I V'S.
32     C      SFUN(K,J)       SW, WHETHER K FUNCT AFFECTS R-TYPE J S'S.
33     C      TFUN(K,J)       SW, WHETHER K FUNCT AFFECTS R-TYPE J T'S.
34     C      EUFUN(K,L)      SW, WHETHER K FUNCT & L ENVIR AFFECT U'S.
35     C      EVFUN(K,L)      SW, WHETHER K FUNCT & L ENVIR AFFECT V'S.
36     C      ESFUN(K,L)      SW, WHETHER K FUNCT & L ENVIR AFFECT S'S.
37     C      ETFUN(K,L)      SW, WHETHER K FUNCT & L ENVIR AFFECT T'S.
38     C      UCAT(K,J,I)     SW, WHETHER K FUNCTION, R-TYPE J, AND B-TYPE I
39     C      AFFECT U'S.
40     C      VCAT(K,J,I)     SW, WHETHER K FUNCTION, R-TYPE J, AND B-TYPE I
41     C      AFFECT V'S.
42     C      SCAT(K,J,I)     SW, WHETHER K FUNCTION, R-TYPE J, AND B-TYPE I
43     C      AFFECT S'S.
44     C      TCAT(K,J,I)     SW, WHETHER K FUNCTION, R-TYPE J, AND B-TYPE I
45     C      AFFECT T'S.
46
47     C      COMPUTE INDEX OF ENVIRONMENT
48
49     C      LENV=(IVIS-1)*NPOS*NDAY+(IDAY-1)*NPOS+IPOS
50     C      LENVJ=(IVIS-1)*NPOS*NDAY+(IDAY-1)*NPOS+JPOS

```

Figure E-II-15. Source Listing of Subprogram CSCSS
of the AFP CS/CSS Module
(page 1 of 2 pages)

```

51      C
52      C      COMPUTE NORM
53      C
54      AC=0.0
55      AD=0.0
56      DO 50 JF=1,NFUNS
57      AC=AC+A(JF,LENV)
58      AD=AD+A(JF,LENVJ)
59      50 CONTINUE
60      C
61      DO 1000 IB=1,M,NBSTEP
62      IF (BW(IB).EQ.NO) GO TO 1000
63      IBCAT=LBCAT(IB)
64      DO 900 IR=1,N,NRSTEP
65      BF=1.0
66      RF=1.0
67      IF (RW(IR).EQ.NO) GO TO 900
68      IRCAT=LRCAT(IR)
69      RR=0.0
70      BB=0.0
71      DO 800 JF=1,NFUNS
72      U=1.0
73      IF(UFUN(JF,IB).EQ.NO) GO TO 710
74      IF(EUFUN(JF,LENV).EQ.NO) GO TO 710
75      IF(UCAT(JF,IRCAT,IBCAT).EQ.NO) GO TO 710
76      U=FU(JF)
77      710 V=1.0
78      IF(VFUN(JF,IB).EQ.NO) GO TO 720
79      IF(EVFUN(JF,LENV).EQ.NO) GO TO 720
80      IF(VCAT(JF,IRCAT,IBCAT).EQ.NO) GO TO 720
81      V=FV(JF)
82      720 S=1.0
83      IF(SFUN(JF,IR).EQ.NO) GO TO 730
84      IF(ESFUN(JF,LENV).EQ.NO) GO TO 730
85      IF(SCAT(JF,IRCAT,IBCAT).EQ.NO) GO TO 730
86      S=FS(JF)
87      730 T=1.0
88      IF(TFUN(JF,IR).EQ.NO) GO TO 740
89      IF(ETFUN(JF,LENV).EQ.NO) GO TO 740
90      IF(TCAT(JF,IRCAT,IBCAT).EQ.NO) GO TO 740
91      T=FT(JF)
92      740 CONTINUE
93      UVST=(U*V)/(S*T)
94      UVST=UVST*UVST
95      BB=BB+A(JF,LENV)*UVST
96      RR=RR+A(JF,LENVJ)/UVST
97      800 CONTINUE
98      BF=SQRT(BB/AC)
99      RF=SQRT(RR/AD)
100     CALL OUTW(BF,RF,IB,IR)
101     900 CONTINUE
102     1000 CONTINUE
103     RETURN
104     END
105     C

```

Figure E-II-15. Source Listing of Subprogram CSCSS
of the AFP CS/CSS Module
(page 2 of 2 pages)

a. The CSCSS subprogram, on a single call (the current normal implementation of the subprogram), is basically a triply-nested loop structure over Blue weapon types (the outer loop), Red weapon types (the next inner loop), and the CS/CSS functions (the innermost loop).

(1) Ultimately, the products of the CS/CSS Module are to be used to "modulate" results of the AFP Combat Module. The basic output of the Combat Module are estimated kills and losses by each Blue and Red weapon type under assumed normed CS/CSS conditions for a single combat environment. But generally, forces need not and are not equipped and manned to perform CS/CSS functions at exactly normed levels under all combat environments. Therefore, it is necessary to modulate (adjust) the raw output of the Combat Module to compensate for the differences between normed and estimated CS/CSS levels of support and between opposing sides. The CS/CSS preprocessing treats each CS/CSS function separately--in effect, without regard to interaction among CS/CSS functions. There is an abundant literature on the effects of separate CS/CSS functions. Those references are uneven in depth and reliability. Nevertheless, the best of those references comprise the primary sources on which AFP's CS/CSS preprocessing is based. The literature is much less rich with respect to the net effects of combinations of the CS/CSS functions at different support levels for the AFP combat environments. The next paragraph addresses the simpler issue of what the CS/CSS Module would do if there were only a single CS/CSS function about which to worry. The paragraph after that addresses the more difficult issue of how to combine several CS/CSS functions.

(2) For each Blue/Red weapon type pair, subprogram CSCSS applies from one to a variety of screening tests to determine which, if any, CS/CSS functions and their corresponding Blue and Red measures and countermeasures are to be applied at other than 1.0 default values. Each CS/CSS function involves a term of the form:

$(U \times V) / (S \times T)$ for Blue, and its reciprocal

$(S \times T) / (U \times V)$ for Red, where:

U represents the countermeasure for Blue

V represents the measure for Blue

S represents the countermeasure for Red

T represents the measure for Red

Suppose there is only one CS/CSS function. The U, V, S, and T values are first all assumed equal to 1.0. However, if logical tests are passed, one or more of these assumed values are replaced by values read and stored beforehand by the main program. Of course, a replacement value may be 1.0, but typically the replacement value is something other than 1.0. If there were only one CS/CSS function, the term $(U \times V) / (S \times T)$ alone would be used later in the AFP CBT/CS/CSS Merge Module as a simple multiplier of the

kills of the Red weapon type achieved by the Blue weapon type in the so-called "global exchange ratio," or GER method. In the so-called "local exchange ratio," or LER method, the same term would be applied by the CBT/CS/CSS Merge Module as a simple multiplier of the ratio of the kills of the Red type to the losses by the Blue type (in that particular type-on-type engagement).

(3) Now suppose that there are only two CS/CSS functions. These imply two Blue terms of the now familiar form $(UxV)/(SxT)$. To distinguish CS/CSS functions, introduce (for the i-th CS/CSS function) the new term UVST (i). The obvious problem now is to construct a multiplier that depends (in the assumed two CS/CSS function case) on both UVST (1) and UVST (2). The dominant schools of thought sharply divided between means of additive and multiplicative functions. That is, some analysts favored the form $A = (UVST(1) + UVST(2))/2$ (an arithmetic mean), and others favored $G = \text{SQRT}(UVST(1) \times UVST(2))$ (a geometric mean). Both these forms have obvious extensions to more CS/CSS functions. The AFP development team favored a third approach that seemed to provide a better foundation for later generalization. Like several other aspects of AFP, the approach may best be described as heuristic. CS/CSS functions are assumed to be definable in a multidimensional space in which both direction and length are significant. In the special case of just two CS/CSS functions, the underlying space is assumed to be two-dimensional. In general two CS/CSS functions may be considered as mutually supportive, independent, or even counterproductive. In CS/CSS space the extent to which CS/CSS functions are related is associated with their relative direction. Two functions known or assumed to be perfectly contributing to each other in kind "point" in the same direction. Two functions in perfect conflict "point" in opposite directions. Two functions that are independent are considered "perpendicular" to each other. Yet even independent functions are considered to have a net effect greater than either alone. Two independent functions are considered analogous to the adjacent sides of a rectangle with their net result analogous to the diagonal of the rectangle. Given that the functions are already properly scaled, their net effect then has the form:

$$\text{NET} = \text{SQRT}(UVST(1)^2 + UVST(2)^2)$$

This simple Pythagorean rule is next generalized to admit weights expressing the relative importance of functions and perhaps adjusting for scale:

$$\text{NET} = \text{SQRT}((a(1) \times UVST(1))^2 + (a(2) \times UVST(2))^2 / (a(1) + a(2)))$$

For two CS/CSS functions, this last expression is just the basic form chosen for the AFP CS/CSS modulus. The form is extended directly to all CS/CSS functions. The weights are permitted to depend on combat environment, L, yielding a current form:

$$\text{NET}(L) = \text{SQRT}(\text{SUM}(a(i,L) \times UVST(i); i) / \text{SUM}(a(i,L); i))$$

where $\text{SUM}(\quad; i)$ represents summation with respect to the index i . The form yields the CS/CSS modulus as the diagonal of a hyperrectangle with weighted (rescaled) edges. As perhaps appropriate at a later date, the underlying figure may be generalized to a hyperparallelepiped permitting somewhat longer or shorter diagonals as the extent to which functions overlap or underlap becomes better understood. The form is considered useful for relatively small changes in functions relative to their norms. It is not argued that the form is satisfactory for one or more functions at zero levels of support. The form, in keeping with the usual "static" emphasis within AFP, is not intended to reflect the dynamics of support leads and lags.

b. Lines 1-3 provide the formal argument list of subprogram CSCSS. As already noted above for the main program, most of the arguments are addresses and dimensions of arrays. The arrays have been described in paragraph E-II-10.a. Short definitions are also provided in lines 25-45 of subprogram CSCSS. "SW" represents a "yes/no Switch."

c. Lines 49 and 50 set working variables LENV and LENVJ to the Blue and Red combat environment indices (1-LENV) to be referenced later in extracting the appropriate environmental weights from array A().

d. Lines 54-59 set working variables AC and AD to the sums of the appropriate environmental weights for Blue and Red, respectively.

e. Lines 61 and 102 define the bounds of the loop over Blue weapon types. In normal use, NBSTEP = 1 so that all Blue weapon types are examined. Larger steps have been used for test purposes.

f. Line 62 checks whether the Blue weapon type is to be processed. If not, subprogram CSCSS does not output any moduli for the Blue weapon type. When the CBT/CS/CSS Merge Module processes the file of CS/CSS moduli, all "missing values" are assumed to be 1.0.

g. Line 63 sets scratch variable IBCAT to the weapon category index of Blue weapon type IB.

h. Lines 64 and 101 define the bounds of the loop over Red weapon types. In normal use, NRSTEP = 1 so that all Red weapon types are examined. Larger steps have been used for test purposes.

i. Lines 65 and 66 set scratch variables BF and RF to 1.0 as the default moduli for Blue and Red respectively.

j. Line 67 checks whether the Red weapon types is to be processed. if not, subprogram CSCSS does not output a record for the IB/IR weapon types pairing. When the CBT/CS/CSS Merge Module processes the file of CS/CSS moduli, all "missing values" are assumed to be 1.0.

k. Line 68 sets scratch variable IRCAT to the weapon category of Red weapon type IR.

l. Lines 69 and 70 set scratch variables RR and BB to 0.0 in preparation for receiving the weighted sums of squares of factors over CS/CSS functions for the current IB/IR weapon type pairing.

m. Lines 71 and 97 define the bounds of the loop over CS/CSS functions.

n. Line 72 sets scratch variable U to the default value 1.0 for the Blue measure corresponding to CS/CSS function JF.

o. Lines 73-75 apply tests to check whether the nondefault Blue countermeasure is applicable for the current combinations of:

(1) Blue weapon type IB and CS/CSS function JF.

(2) CS/CSS function JF and combat environment LENV.

(3) CS/CSS function JF, Red weapon category IRCAT, and Blue weapon category IBCAT.

p. Only if all three tests are non-'N' does line 76 call function FU to return a nondefault value for the Blue countermeasure.

q. Line 77 sets scratch variable V to the default value 1.0 for the Blue measure corresponding to CS/CSS function JF.

r. Lines 78-80 apply tests to check whether the nondefault Blue measure is applicable for the current combinations of:

(1) Blue weapon type IB and CS/CSS function JF.

(2) CS/CSS function JF and combat environment LENV.

(3) CS/CSS function JF, Red weapon category IRCAT, and Blue weapon category IBCAT.

s. Only if all three tests are non-'N' does line 81 call function FV to return a nondefault value for the Blue measure.

t. Line 82 sets scratch variable S to the default value 1.0 for the Red countermeasure corresponding to CS/CSS function JF.

u. Lines 83-85 apply tests to check whether the nondefault Red countermeasure is applicable for the current combinations of:

(1) Red weapon type IR and CS/CSS function JF.

(2) CS/CSS function JF and combat environment LENV.

(3) CS/CSS function JF, Red weapon category IRCAT, and Blue weapon category IBCAT.

v. Only if all three tests are non-'N' does line 86 call function FS to return a nondefault value for the Red countermeasure.

w. Line 87 sets scratch variable T to the default value 1.0 for the Red measure corresponding to CS/CSS function JF.

x. Lines 88-90 apply tests to check whether the nondefault Red measure is applicable for the current combinations of:

(1) Red weapon type IR and CS/CSS function JF.

(2) CS/CSS function JF and combat environment LENV.

(3) CS/CSS function JF, Red weapon category IRCAT, and Blue weapon category IBCAT.

y. Only if all three tests are non-'N', does line 91 call function FT to return a nondefault value for the Red measure.

z. Line 93 sets scratch variable UVST to the ratio of above-determined countermeasure and measure factors.

aa. Line 94 simply squares UVST.

ab. Lines 95 and 96 update the working variables BB and RR with the weighted partial sum through the current CS/CSS function JF. BB accumulates the sum for Blue, and RR accumulates the sum for Red. Note that for Red, the reciprocal of UVST is applied.

ac. Lines 98 and 99 sets scratch variables BF and RF to the CS/CSS moduli of Blue weapon type IB and Red weapon type IR, respectively, for the engagement of those two specific types. Note that in keeping with the description in paragraph a(3) above, BF and RF are the "diagonals of the rectangular hyperparallelepiped with weighted or rescaled edges."

ad. Line 100 calls subprogram to output a standard type 200 AFP record for the pairing of Blue type IB and Red type IR. The record is to contain the weapon type identifiers and the Blue (BF) and Red (RF) CS/CSS moduli for the IB/IR type pairing.

ae. Line 103 returns control to the main program of the CS/CSS Module.

E-II-12. Figure E-II-16 presents source listings for function subprograms FU, FV, FS, and FT of the CS/CSS Module. The functions are all trivial, serving merely to return values from the corresponding arrays U(), V(), S(), and T() given the index of the CS/CSS function of interest. The CS/CSS Module structure was originally designed in anticipation of later generalization of the scheme for determining the factors corresponding to Blue and Red measures and countermeasures. However, as of this writing, no need had arisen requiring anything more than the simple referencing of arrays.

```

108      FUNCTION FU(JZ)
109      COMMON/FACTOR/U(9),V(9),S(9),T(9)
110      FU=U(JZ)
111      RETURN
112      END
113      C
114      FUNCTION FV(JZ)
115      COMMON/FACTOR/U(9),V(9),S(9),T(9)
116      FV=V(JZ)
117      RETURN
118      END
119      C
120      FUNCTION FS(JZ)
121      COMMON/FACTOR/U(9),V(9),S(9),T(9)
122      FS=S(JZ)
123      RETURN
124      END
125      C
126      FUNCTION FT(JZ)
127      COMMON/FACTOR/U(9),V(9),S(9),T(9)
128      FT=T(JZ)
129      RETURN
130      END

```

Figure E-II-16. Source Listing of Subprograms FU, FV, FS, and FT of the AFP CS/CSS Module

E-II-13. Figure E-II-17 presents the source listing of subprogram GETCAT of the CS/CSS Module. GETCAT is called from the main program to read and store indices specifying to what weapon category each weapon type belongs. The formal arguments of GETCAT represent:

a. LCAT is the address of the array that is to receive the weapon category indices. The main program maintains separate arrays for Blue and Red weapons. Hence, the main program calls GETCAT twice, once for each of the Blue and Red arrays.

b. N is the length of array LCAT.

c. FNAME is the name associated with the input file. The name is printed in the event of error or successful completion of input.

d. INFILE is the unit number on which the input data are to be found.

```

1      SUBROUTINE GETCAT(LCAT,N,FNAME,INFILE)
2      CHARACTER RDERR*80,FNAME*10
3      DIMENSION LCAT(N)
4      READ(INFILE,100,EPR=110) (LCAT(I),I=1,N)
5      100 FORMAT(3X,10I3)
6      GO TO 120
7      110 READ(0,115) RDERR
8      115 FORMAT(A80)
9      PRINT*, 'ERR IN READING ', FNAME, ' RECORD= ', RDERR
10     STOP
11     120 PRINT*, 'AT END - ', FNAME
12     RETURN
13     END

```

Figure E-II-17. Source Listing of Subprogram GETCAT of the
AFP CS/CSS Module

E-II-14. Figure E-II-18 presents the source listing of subprogram GETDAT of the CS/CSS Module. GETDAT is called once from the main program in order to read and store four categories of data. The formal arguments of GETDAT correspond to actual arguments already defined for the main program. The arguments are the addresses and dimensions of arrays.

a. Lines 12-16 are devoted to the arrays specifying whether CS/CSS logic is to be applied to specific weapon types--array BW() for Blue, array RW() for Red.

b. Lines 18-24 are devoted to the arrays specifying whether further CS/CSS logic is to be applied for Blue and Red measures and countermeasures for specific combinations of CS/CSS functions and weapon types.

c. Lines 26-31 are devoted to the arrays specifying whether further CS/CSS logic is to be applied for Blue and Red measures and countermeasures for specific combinations of CS/CSS functions and combat environments.

d. Lines 33-41 are devoted to the arrays specifying the weights to be applied by function and combat environment in building CS/CSS moduli over all functions.

```

1      SUBROUTINE GETDAT(M,N,NFUNS,NENV,UFUN,VFUN,
2      *SFUN,TFUN,EUFUN,EVFUN,ESFUN,ETFUN,BW,RW,A)
3
4      CHARACTER RDERR*80,FNAME*10
5
6      CHARACTER*1 BW(M),RW(N),UFUN(NFUNS,M),VFUN(NFUNS,M),
7      *SFUN(NFUNS,NENV),TFUN(NFUNS,NENV),EUFUN(NFUNS,NENV),
8      *EVFUN(NFUNS,NENV),ESFUN(NFUNS,NENV),ETFUN(NFUNS,NENV)
9
10     DIMENSION A(NFUNS,NENV)
11
12     FNAME='ADAT1 FILE'
13     READ(11,100,ERR=310) (BW(I),I=1,M)
14     READ(11,100,ERR=310) (RW(I),I=1,N)
15     100 FORMAT(5X,10A1)
16     PRINT*, 'AT END - ', FNAME
17
18     FNAME='ADAT2 FILE'
19     DO 150 I=1,M
20     READ(12,200,ERR=310) (UFUN(K,I),VFUN(K,I),SFUN(K,I),
21     *TFUN(K,I),K=1,NFUNS)
22     150 CONTINUE
23     200 FORMAT(5X,9(4A1,1X))
24     PRINT*, 'AT END - ', FNAME
25
26     FNAME='ADAT3 FILE'
27     DO 250 L=1,NENV
28     READ(13,200,ERR=310) (EUFUN(K,L),EVFUN(K,L),ESFUN(K,L),
29     *ETFUN(K,L),K=1,NFUNS)
30     250 CONTINUE
31     PRINT*, 'AT END - ', FNAME
32
33     FNAME='ADAT4 FILE'
34     READ(14,300,ERR=310) ((A(K,L),K=1,NFUNS),L=1,NENV)
35     300 FORMAT(5X,9F6.4)
36     GO TO 320
37     310 READ(0,315) RDEPR
38     315 FORMAT(A80)
39     PRINT*, 'ERR IN READING ', FNAME, ' RECORD= ', RDERR
40     STOP
41     320 PRINT*, 'AT END - ', FNAME
42     RETURN
43     END

```

Figure E-II-18. Source Listing of Subprogram GETDAT of the AFP CS/CSS Module

E-II-15. Figure E-II-19 presents the source listing of subprogram GETFAC of the CS/CSS Module. GETFAC is called once from the main program in order to read and store the nondefault values of factors corresponding to the Blue and Red measures and countermeasures by CS/CSS function. The formal arguments of GETFAC correspond to actual arrays and their length defined within the main program's description above.

```

1      SUBROUTINE GETFAC(U,V,S,T,NFUNS)
2      CHARACTER*30 RDERR
3      DIMENSION U(NFUNS),V(NFUNS),S(NFUNS),T(NFUNS)
4
5      C
6      READ(15,100,ERR=110) (U(I),V(I),S(I),T(I),I=1,NFUNS)
7      100 FORMAT(5X,4F8.4)
8      GO TO 120
9      110 READ(0,115) RDERR
10     115 FORMAT(A80)
11     PRINT*, 'ERR IN READING ADATS FILE', ' RECORD= ', RDERR
12     STOP
13     120 PRINT*, 'AT END - ADATS FILE'
14     RETURN
15     END

```

Figure E-II-19. Source Listing of Subprogram GETFAC of the
AFP CS/CSS Module

E-II-16. Figure E-II-20 presents the source listing of subprogram GTCATV of the CS/CSS Module. GTCATV is called once from the main program to read and store data specifying for Blue and Red measures and countermeasures whether further CS/CSS logic is to be applied for specific combinations of CS/CSS functions, Red weapon categories, and Blue weapon categories. The formal arguments of GTCATV correspond to actual arguments already defined in the main program as arrays and their dimensions.

E-II-17. Figure E-II-21 presents the source listing of subprogram OUTW of the CS/CSS Module. OUTW is called by subprogram CSCSS every time a record of AFP standard type 200 is to be output. A single such record contains a number of case identifiers, but the principal output data are the CS/CSS moduli for Blue weapon type IB and Red weapon type IR in their paired engagement.

- a. Argument BF is the Blue CS/CSS modulus.
- b. Argument RF is the Red CS/CSS modulus.
- c. Argument IB is the index of the Blue weapon type.
- d. Argument IR is the index of the Red weapon type.

```

1      SUBROUTINE GTCATV(UCAT,VCAT,SCAT,TCAT,NFUNS,NC)
2      C
3      CHARACTER*1 UCAT(NFUNS,NC,NC),VCAT(NFUNS,NC,NC),
4      *SCAT(NFUNS,NC,NC),TCAT(NFUNS,NC,NC)
5      C
6      CHARACTER*80 RDERR
7      C
8      C
9      DO 50 K=1,12
10     DO 50 I=1,9
11     READ(16,100,ERR=110) (UCAT(I,J,K),VCAT(I,J,K),
12     *SCAT(I,J,K),TCAT(I,J,K),J=1,12)
13     50 CONTINUE
14     60 CONTINUE
15     100 FORMAT(4X,12(1X,4A1))
16     GO TO 120
17     110 READ(0,115)RDERR
18     115 FORMAT(A80)
19     PRINT*, 'ERR IN READING ACATS FILE', ' RECORD= ', RDERR
20     STOP
21     120 PRINT*, 'AT END - ACATS FILE'
22     RETURN
23     END

```

Figure E-II-20. Source Listing of Subprogram GTCATV of the
AFP CS/CSS Module

```

1      SUBROUTINE OUTW(BF,PF,IB,IR)
2      C
3      COMMON/AWRK/IWRK,ISCNT,ITHTR,ITPD,IVIS,IPOS,IDAY
4      C
5      WRITE(IWRK,100) ISCNT,IB,BF,IR,PF
6      100 FORMAT(1X,I5,' E 1 1 1 1',I5,F10.6,I5,F10.6)
7      RETURN
8      END

```

Figure E-II-21. Source Listing of Subprogram OUTW
of the AFP CS/CSS Module

E-II-18. Figure E-II-22 presents a listing of the MAP element for collection of the program elements of the CS/CSS Module.

```
1      GMAP      ,G6GECTEST.899CSCSS/MAIN
2      IN      G6GECTEST.899CSCSS/MAIN
3      IN      G6GECTEST.CSCSS
4      IN      G6GECTEST.GETCAT
5      IN      G6GECTEST.GETDAT
6      IN      G6GECTEST.GETFAC
7      IN      G6GECTEST.GTCATV
8      IN      G6GECTEST.OUTW
9      END
```

Figure E-II-22. Listing of the MAP Element for the Collection of Program Elements of the AFP CS/CSS Module

APPENDIX F

THE AFP CBT/CS/CSS MERGE MODULE

F-1. OVERVIEW

a. The AFP Combat/Combat Service/Combat Service Support (CBT/CS/CSS) Merge Module is designed to:

(1) Accept some input to and results from a single execution of the AFP Combat Module giving, among other items, the allocations of weapons to type-on-type engagements and the losses in engagements for one combat environment.

(2) Accept CS/CSS moduli as a file from the AFP CS/CSS Module. That file contains CS/CSS moduli for each side for each possible pairing of 60 Blue weapon types against 60 Red weapon types. That is, the file contains $2 \times 60 \times 60 \times = 7,200$ CS/CSS moduli.

(3) Accept a table of input target values for use in converting estimates of target kills into partial scalar combat potentials. On user option, the target values may be applied to all elements of partial combat potentials.

(4) Accept a table of input fractional life factors for projecting partial combat potentials to the fractions of lifetimes corresponding to shooting weapon types.

(5) Calculate partial (i.e., for only one combat environment) combat potentials for each weapon type and both Red and Blue divisions by the standard and one alternative method.

(6) Output a file (for the standard method) containing weapon and division partial combat potentials in standard AFP combat potential format.

b. The relation of the AFP CBT/CS/CSS Merge Module to the AFP System in general is portrayed in Figure F-1. There the module is highlighted by being enclosed in an oval.

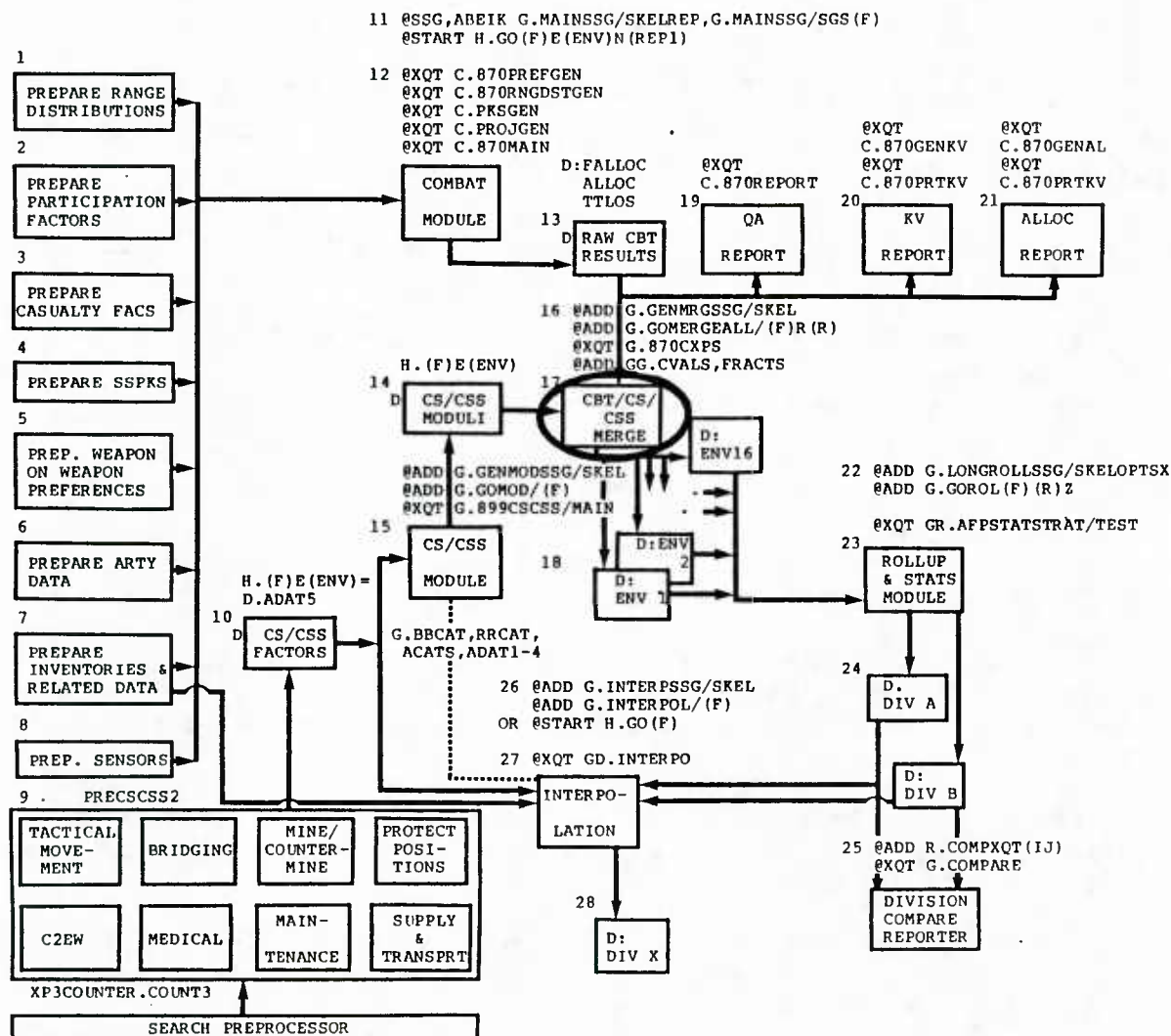


Figure F-1. Relation of the AFP CBT/CS/CSS Merge Module to the AFP System in General

F-2. INPUT

a. The primary input to the AFP CBT/CS/CSS Merge Module are the files of Combat Module output and some input and the file of CS/CSS moduli from the CS/CSS Module.

(1) The files from the Combat Module are formatted direct access. The contents of these files cannot be inspected or listed by the common UNIVAC system utilities. The CBT/CS/CSS Merge Module contains special interface routines for accessing Combat Module files.

(2) An extract from the CS/CSS Module-produced file of CS/CSS moduli for input to the CBT/CS/CSS Merge Module is shown in Figure F-2. With the AFP System configured for 60 Blue and 60 Red weapon types, a full CS/CSS moduli file contains 3,600 records. The 3,600 records correspond to all pairings of 60 Blue weapon types with 60 Red weapon types. The first 60 records correspond to Blue weapon type #1 versus each of the 60 Red weapon types in order. The second 60 records correspond to Blue weapon type #2 versus each of the 60 Red weapon types in order. Thus, the file may be considered to consist of 60 sets of 60 records. Each record contains a Blue CS/CSS modulus and a Red modulus. The fields of the CS/CSS moduli file are described in some detail in the output section of Appendix E. Very brief descriptions of the fields of records illustrated in Figure F-2 are provided in the following paragraphs.

(a) Field 1 contains the record identifier "200" for all records within a file of the CS/CSS Module.

(b) The subfields of Field 2 may contain special identifiers for such attributes as theater, case, and combat environment. Some such identifiers are included in Figure F-2. However, in current AFP practice, identification of complete files is usually done by application of file naming conventions.

(c) Field 3 contains a numerical identifier of the Blue weapon type corresponding to the record.

(d) Field 4 contains the Blue CS/CSS modulus for the pairing of the Blue weapon type identified in Field 3 with the Red weapon type identified in Field 5.

(e) Field 5 contains a numerical identifier of the Red weapon type corresponding to the record.

(f) Field 6 contains the Red CS/CSS modulus for the pairing of the Red weapon type identified in Field 5 with the Blue weapon type identified in Field 3.

b. Secondary, but still essential, input to the CBT/CS/CSS Merge Module consists of target values and fractional life factors.

(1) Figure F-3 displays a set of input target values. The table has been set up in unusual fashion in order to accommodate a relatively late generalization of the original AFP notion of target value. Formerly, all light armored vehicles killed were considered to generate the same contribution to the partial scalar combat potential. All heavy armor kills generated the same contribution to combat potential (the standard heavy armor target value exceeded the standard light armor target value). Aircraft kills, whether rotary or fixed wing, generated equal additions to combat potentials although the standard aircraft target value exceeded the light and heavy armor values. Crew lost with a vehicle or aircraft added slightly to the net target value. Most nonvehicular-mounted weapons were considered to have target value only to the extent of their crew losses. Thus, a ground-mounted machinegun or a shoulder-fired missile possessed target value only to the extent that its crew was killed. That former approach was judged to provide too little discrimination--in theory and in practice. Just such a simplified treatment of target values is still permitted within the current system. However, the current system permits each of the 120 (60 Blue and 60 Red) weapon types to have a unique target value. Furthermore, crew members of different weapon types may have different target values. Weapon-unique target values are probably as much as theory requires. Practice requires correct target values but necessarily relies heavily on judgment. Recall that four-valued combat potentials consist of personnel, light armor, heavy armor, and aircraft components. At first thought, it may seem appropriate to implement the generalized target value scheme in the form of a four-component target value vector. In fact, the generalization could have been introduced by means of a two-component target value vector. The approach selected combines the alternatives, yielding a five-component target value vector for each target. The fields in records illustrated in Figure F-3 have the following significance:

- (a) Field 1. The side: 1 = Blue, 2 = Red.
- (b) Field 2. The weapon type number: 1 to 60 for each of Blue and Red.
- (c) Field 3. The target value of each crew member lost.
- (d) Field 4. The target value as a light armored vehicle.
- (e) Field 5. The target value as a heavy armored vehicle.
- (f) Field 6. The target value as an aircraft.
- (g) Field 7. The target value as other than a weapon corresponding to Fields 4-6.

	F I E L D S						
	1	2	3	4	5	6	7
1	1	1	0	0	0	0	0
2	1	2	1	0	0	0	0
3	1	3	1	0	0	0	0
4	1	4	1	0	0	0	0
5	1	5	1	0	0	0	0
6	1	6	1	0	0	0	0
7	1	7	1	0	0	0	0
8	1	8	1	0	0	0	0
9	1	9	1	0	0	0	0
10	1	10	1	0	0	0	0
11	1	11	1	0	0	0	0
12	1	12	1	0	0	0	0
13	1	13	1	0	0	0	0
14	1	14	1	0	0	0	0
15	1	15	1	0	0	0	0
16	1	16	1	0	0	0	0
17	1	17	1	0	0	0	0
18	1	18	1	0	0	0	0
19	1	19	1	0	0	0	0
20	1	20	1	0	0	0	0
21	1	21	1	0	0	0	0
22	1	22	1	0	0	0	0
23	1	23	1	0	0	0	0
24	1	24	1	0	0	0	0
25	1	25	1	0	0	0	0
26	1	26	1	0	0	0	0
27	1	27	1	0	0	0	0
28	1	28	1	0	0	0	0
29	1	29	1	0	0	0	0
30	1	30	1	0	0	0	0
31	1	31	1	0	0	0	0
32	1	32	1	0	0	0	0
33	1	33	1	0	0	0	0
34	1	34	1	0	0	0	0
35	1	35	1	0	0	0	0
36	1	36	1	0	0	0	0
37	1	37	1	0	0	0	0
38	1	38	1	0	0	0	0
39	1	39	1	0	0	0	0
40	1	40	1	0	0	0	0
41	1	41	1	0	0	0	0
42	1	42	1	0	0	0	0
43	1	43	1	0	0	0	0
44	1	44	1	0	0	0	0
45	1	45	1	0	0	0	0
46	1	46	1	0	0	0	0
47	1	47	1	0	0	0	0
48	1	48	1	0	0	0	0
49	1	49	1	0	0	0	0
50	1	50	1	0	0	0	0
51	1	51	1	0	0	0	0
52	1	52	1	0	0	0	0
53	1	53	1	0	0	0	0
54	1	54	1	0	0	0	0
55	1	55	1	0	0	0	0
56	1	56	1	0	0	0	0
57	1	57	1	0	0	0	0
58	1	58	1	0	0	0	0
59	1	59	1	0	0	0	0
60	1	60	1	0	0	0	0

Figure F-3. Example of Data Input Element Providing Target Category Value to the CBT/CS/CSS Merge Module
(Page 1 of 2 pages)

F-7

Fields 3 and 7 would be sufficient. Any value in Fields 4-6 could have been entered in Field 7 with identical contribution to partial and final scalar combat potentials. Notice that a weapon's value as a target is not an AFP result; target values are pure inputs. A weapon's partial or final scalar combat potential is an AFP result dependent on the numbers of targets killed (an AFP result) and the value of those targets killed (not an AFP result). Target values may be applied, at user option, in one of two ways. If program input variable TVALON=FALSE., target values are incorporated on the fifth elements of partial combat potential, the so-called scalar elements. The first four elements are unweighted estimates of personnel, light armored vehicles, heavy armored vehicles, and aircraft, respectively. If TVALON=TRUE., the first four elements of partial combat potentials are estimates weighted by target values. In addition, the former "personnel only" elements become "personnel plus other weapon" elements, weighted by their corresponding target values. "Other" weapons typically include small arms and shoulder SAMs. "Other" weapons have nonzero entries for the fifth component (Field 7) of target value. However applied to date, target values have been AFP input largely independent of AFP results. As AFP development progressed, some target values were modified to reflect some AFP results. Discussions among analysts inside and outside CAA revealed differing philosophies and preferences. Some analysts want the "AFP loop" closed so that target values become a pure result of the AFP process. Currently, the AFP System does not operate quickly enough to imbed the modules in an iterative or recursive scheme to converge on target values equal to combat potentials (CIPs). Other analysts favor target values depending on capital investment instead of combat estimates. Then, too, there are "middle of the roaders" who prefer some blend of the extremes. At a somewhat deeper level, a case can be made for making the weapon preferences input to the AFP Combat Module depend directly on target values. As of this writing, "how best" and "who best" to determine target values remains a subject of debate.

(2) Figure F-4 displays an example of fractional lifetime factors. The first version of the AFP System expressed all combat potentials relative to a 25 percent depletion of shooter weapons. Combat potential then expressed an estimate of targets killed for 25 percent loss to shooters. However, the vulnerability and pace of combat differs so much among weapons that the original approach was considered to provide too little useful discrimination. Two systems might have exactly the same exchange ratios, implying that each would achieve the same number of kills by the time it had lost an equal fraction of its own strength. The first system might reach its "standard" result in 30 minutes; the second system might reach the "same" result only after 30 days. Few commanders or analysts would want to regard the two systems as equal. The underlying problem recurs in almost all attempts to map dynamics into static measures where both results achieved and resources expended may vary. If static measure is taken to involve just results at a fixed time, then resource expenditure is left totally uncertain. On the other hand, if static measure is taken to involve just the results achieved for a fixed resource expenditure, then time to achieve is left totally uncertain. Practical military issues

usually involve consideration of achievement, cost to achieve, and time to achieve. All three of these considerations may vary among different weapon types and circumstances. Any compression of these related but separate considerations into a single measure involves some loss of information and implies acceptance of some, perhaps much, uncertainty. The AFP developers decided to apply a hybrid approach as being less misleading than either of the constant-time and constant-resource extremes. The hybrid approach introduces three categories of relevant lifetime. The first lifetime category includes the usual direct fire weapons: their potential is assessed at their half-life, estimated kills achieved for 50 percent loss of their own strength. The second lifetime category includes the usual indirect fire weapons: their potential is assessed at the 2-week point in a projected campaign, estimated kills achieved for a 2-weeks' expenditure of ammunition at accepted planning rates. The third lifetime category includes self-consuming weapons (typically many kinds of platformless rockets or any rounds in short supply relative to campaign length and planned rate of fire): their potential is assessed at the point of consumption of basic load or estimated theater stockage level. The fields in records illustrated in Figure F-4 have the following significance:

(a) Field 1. The weapon type number: 1 to 60 for both Blue and Red weapons.

(b) Field 2. The adjustment to Blue weapon potentials relative to an assumed standard half-life. Hence, a factor of 1.0 simply maintains half-life as the point of reference. A factor of 0.33 corresponds to a net of one-sixth life; relative to an assumed 2-week half-life, the factor 0.33 corresponds to roughly 2+ days as fire weapons, whose achievements but not losses, are recorded. (As a useful arithmetic simplification and artifice, most indirect fire weapons populations are regarded as suffering exactly one loss during the AFP Combat Module estimation process.) The indirect fire factor then is an estimate of how many times as many rounds the indirect fire weapon would expend if the Combat Module estimated a 2-week rather than 2-day campaign.

(c) Field 3. The factors in Field 3 apply to Red weapons in exactly the same way as those in Field 2 apply to Blue weapons.

F-3. OUTPUT

a. The normal output of the CBT/CS/CSS Merge Module takes two forms. The first report is a recapitulation (with some extensions) of some of the results from the Combat Module. The second report (also saved as a mass storage file) presents unmodulated and modulated partial (in the sense of being from a single combat environment) five-valued scores and CIPs for each Blue and Red weapon with nonzero combat potential. The report also presents the unmodulated and modulated CIPs for the correspondings Blue and Red divisions. Each of the two types of reports is illustrated and described in the following paragraphs.

b. Figure F-5 displays sample records extracted from the CBT/CS/CSS Merge Module's recapitulation of some intermediate results a step or two beyond raw output of the Combat Module. The intermediate results are several steps removed from being partial combat potentials. The intermediate results are not expressed in terms of exchange ratios, nor have the raw results been projected to the fixed-fractional lifetimes or the fixed-time points appropriate for each weapon. The report contains only one record for a shooting weapon. In general, AFP reports of partial or final combat potential contain four records per shooting weapon type, separate records for: unmodulated score, unmodulated CIP, modulated score, and modulated CIP. The fields in records of the type portrayed in Figure F-5 have the following significance.

(1) Field 1 identifies the side to which the record applies: Blue = 1, Red = 2.

1	2	3	4	5	6	7	8
	SHOOTER	PERS	LVEH	LVEH	ACFT	SCALAR	
SIDE	1 ID WPN	1 KILLS					397.000
SIDE	1 ID WPN	2 KILLS	387.000	.000	.000	3.000	87.000
SIDE	1 ID WPN	3 KILLS	324.000	.000	.000	2.000	35.000
SIDE	1 ID WPN	5 KILLS	257.000	.000	.000	4.000	54.000
SIDE	1 ID WPN	6 KILLS	91.000	23.000	.000	2.000	50.000
SIDE	1 ID WPN	11 KILLS	44.000	8.000	.000	3.000	5.000
SIDE	1 ID WPN	12 KILLS	599.000	138.000	.000	4.000	2.000
SIDE	1 ID WPN	16 KILLS	237.000	7.000	.000	23.000	27.000
SIDE	1 ID WPN	17 KILLS	645.000	64.000	.000	9.000	5.000
SIDE	1 ID WPN	23 KILLS	2.000	.000	7.000	9.000	56.000
SIDE	1 ID WPN	26 KILLS	5.000	.000	3.000	3.000	1.000
SIDE	1 ID WPN	31 KILLS	1.000	.000	5.000	5.000	29.000
SIDE	1 ID WPN	32 KILLS	19.000	36.000	.000	1.000	53.000
SIDE	1 ID WPN	36 KILLS	.000	.000	.000	49.000	56.000
SIDE	1 ID WPN	41 KILLS	.000	.000	.000	.000	20.000
SIDE	1 ID WPN	43 KILLS	.000	.000	.000	.000	.000
SIDE	1 ID WPN	44 KILLS	.000	.000	.000	.000	.000
SIDE	1 ID WPN	51 KILLS	1520.000	17.000	.000	16.000	.000
SIDE	1 ID WPN	53 KILLS	2.000	.000	.000	.000	3.000
SIDE	1 ID WPN	56 KILLS	2884.000	21.000	.000	33.000	2.000
SIDE	1 ID WPN	57 KILLS	319.000	.000	.000	.000	397.000
SIDE	2 ID WPN	1 KILLS	355.000	.000	.000	5.000	156.000
SIDE	2 ID WPN	3 KILLS	165.000	.000	.000	3.000	32.000
SIDE	2 ID WPN	4 KILLS	61.000	.000	.000	1.000	57.000
SIDE	2 ID WPN	5 KILLS	6.000	2.000	.000	1.000	24.000
SIDE	2 ID WPN	6 KILLS	372.000	.000	.000	51.000	26.000
SIDE	2 ID WPN	7 KILLS					122.000

Figure F-5. Example Extract from the CBT/CS/CSS Merge Module Report of Raw Results (with some extensions) from the Combat Module

(2) Field 2 provides the number identifying the weapon type: 1 to 60. Fields 1 and 2 together provide unique reference to a weapon type. Field 2 alone is not sufficient because both sides may have weapon identification numbers from 1 through 60.

(3) Field 3 provides a raw count of personnel losses/casualties inflicted by weapons of the type identified in Fields 1 and 2 during the course of the preceding Combat Module run. The personnel count is not a raw result of the Combat Module. The values reported in records of the type shown in Figure F-5 are generated by the CBT/CS/CSS Merge Module as the result of having accumulated the results of references to a loss/casualty table for each "raw" weapon/platform loss output by the Combat Module. The contents of Field 3 are thus the sum of crew losses estimated to occur as the result of weapon losses. If input program variable TVALON=.TRUE., the count includes other weapons, and personnel and other weapons are weighted by target values.

(4) Field 4 provides a raw count of light armored vehicle losses inflicted by the weapons of the type identified in Fields 1 and 2 during the course of the preceding Combat Module run. In general, the count includes losses of several different weapon types, all those identified as light armored vehicles within a special cross-reference table. If input program variable TVALON=.TRUE., the count is weighted by target values.

(5) Field 5 provides a raw count of heavy armored vehicle losses inflicted by the weapons of the type identified in Fields 1 and 2 during the course of the preceding Combat Module run. In general, the count includes losses of several different weapon types, all those identified as heavy armored vehicles, within a special cross-reference table. If input program variable TVALON=.TRUE., the count is weighted by target values.

(6) Field 6 provides a raw count of aircraft losses inflicted by the weapons of the type identified in Fields 1 and 2 during the course of the preceding Combat Module run. In general, the count includes losses of several different aircraft types, all those weapons identified as aircraft, within a special cross-reference table. If input program variable TVALON=.TRUE., the count is weighted by target values.

(7) Field 7 provides a raw scalar value achieved by the weapons of the type identified in Fields 1 and 2 during the course of the preceding Combat Module run. The values shown in Field 7 are not raw results of the Combat Module. Rather, the values are the results of accumulation (by CBT/CS/CSS Merge Module) of target values extracted from the table described in paragraph 4 above for each target loss generated in the Combat Module.

(8) Field 8 provides a raw count of the losses suffered during the preceding Combat Module run by the weapons of the type identified in Fields 1 and 2 while achieving the results shown in Fields 3 through 7. Obviously, the information in Field 8 does not discriminate how the losses occurred by target type engaged, although just such paired data are provided by the Combat Module and used (for other purposes) within the CBT/CS/CSS Merge Module.

c. Figure F-6 displays sample records extracted from a report (or file) of partial combat potential generated by the AFP CBT/CS/CSS Merge Module. Only a subset of the records is shown; the total number of records within a report depends on the number of different types of weapons analyzed within the Combat Module and whether the weapons were successful in inflicting losses. A weapon type that scores no kills is not reported. It is not unusual for a weapon type to appear in the report for some combat environment but to be missing from the report for another combat environment, e.g., a weapon may score well in daylight, but, if it cannot "see" in the dark, it cannot kill anything in nighttime combat environments and will be scoreless in those environments. The significance of fields in records of the types displayed in Figure F-6 is described in the following paragraphs. In general, there may be four records for each weapon type, one for each of unmodulated score, unmodulated CIP, modulated score, and modulated CIP. There should be two records for each side's division, one each for unmodulated COP and modulated COP.

(1) Field 1 contains record identifiers corresponding to the keys tabulated in Figure A-3 of Appendix A. Note that, because the report (or file) contains only partial (one-combat environment) potentials, all the record identifiers are less than 100. A report of file of final potentials (producible from another AFP module) has the same format as portrayed in Figure F-6, but all its record identifiers must exceed 100.

FIELD								
1	2	3	4	5	6	7	8	9
17.	10	E 1 1 1 1 16	1191.458	84.925	113.229	.000	26.959	1 1 1
18.	30	E 1 1 1 1 16	5.784	.412	.550	.000	.131	1 1 1
19.	50	E 1 1 1 1 16	1197.489	85.355	113.802	.000	27.096	1 1 1
20.	70	E 1 1 1 1 16	5.813	.414	.552	.000	.132	1 1 1
21.	10	E 1 1 1 1 17	644.042	47.542	48.500	.000	13.075	1 1 1
22.	30	E 1 1 1 1 17	5.776	.426	.435	.000	.117	1 1 1
23.	50	E 1 1 1 1 17	647.302	47.782	48.746	.000	13.141	1 1 1
24.	70	E 1 1 1 1 17	5.805	.429	.437	.000	.118	1 1 1
25.	10	E 1 1 1 1 20	3252.010	234.271	345.906	5.000	83.696	1 1 1
26.	30	E 1 1 1 1 20	9.855	.710	1.048	.015	.254	1 1 1
27.	50	E 1 1 1 1 20	3272.702	235.457	347.657	5.448	84.554	1 1 1
28.	70	E 1 1 1 1 20	9.917	.714	1.054	.017	.256	1 1 1
29.	10	E 1 1 1 1 26	118.500	6.625	.000	8.000	9.006	1 1 1
30.	30	E 1 1 1 1 26	3.703	.207	.000	.250	.281	1 1 1
31.	50	E 1 1 1 1 26	120.453	6.659	.000	8.717	9.732	1 1 1
32.	70	E 1 1 1 1 26	3.764	.208	.000	.272	.304	1 1 1
* * *								
157.	20	E 1 1 1 1 51	1.706	.000	.000	.000	.004	1 1 1
158.	40	E 1 1 1 1 51	.059	.000	.000	.000	.000	1 1 1
159.	60	E 1 1 1 1 51	1.780	.000	.000	.000	.005	1 1 1
160.	80	E 1 1 1 1 51	.061	.000	.000	.000	.000	1 1 1
161.	20	E 1 1 1 1 52	51.161	6.395	.000	.000	.810	1 1 1
162.	40	E 1 1 1 1 52	.839	.105	.000	.000	.013	1 1 1
163.	60	E 1 1 1 1 52	53.377	6.672	.000	.000	.845	1 1 1
164.	80	E 1 1 1 1 52	.875	.109	.000	.000	.014	1 1 1
165.	20	E 1 1 1 1 56	21.396	1.297	.000	.000	.192	1 1 1
166.	40	E 1 1 1 1 56	.181	.011	.000	.000	.002	1 1 1
167.	60	E 1 1 1 1 56	22.322	1.353	.000	.000	.201	1 1 1
168.	80	E 1 1 1 1 56	.189	.011	.000	.000	.002	1 1 1
* * *								
177.	11	E 1 1 1 1 0	16413.689	1193.812	704.285	112.000	373.358	1 1 1
178.	51	E 1 1 1 1 0	16494.709	1197.939	705.834	122.042	384.262	1 1 1
179.	21	E 1 1 1 1 0	1052.358	180.632	13.746	125.153	148.850	1 1 1
180.	61	E 1 1 1 1 0	1144.605	187.630	14.106	150.793	175.517	1 1 1

Figure F-6. Example Extract Records from the CBT/CS/CSS Merge Module Output File of Partial Combat Potentials

(2) The subfields of Fields 2 and 9 are filled with blanks or zeros in the examples shown. These subfields provide the means to include special identifiers that may be applied but are not needed if filed and named carefully in the first place. In AFP work to date, file naming has been sufficient to preserve the integrity of data sets.

(3) Field 3 contains an identifying number corresponding to a specific weapon type. Although it is not apparent from Figure F-6, Blue and Red weapon types may have the same identifying number. However, because the record identifiers in Field 1 fully distinguish Blue and Red records, there is no ambiguity with respect to weapon type after all.

(4) Field 4 contains the first or personnel component of the four-valued partial combat potential for each weapon of division. If input program variable TVALON=.TRUE., the field contains target-value-weighted personnel plus other weapon results.

(5) Field 5 contains the second or light armored vehicle component of the four-valued partial combat potential for each weapon of division. If input program variable TVALON=.TRUE., the field contains target-value-weighted results.

(6) Field 6 contains the third or heavy armored vehicle component of the four-valued partial combat potential for each weapon or division. If input program variable TVALON=.TRUE., the field contains target-value-weighted results.

(7) Field 7 contains the fourth or aircraft component of the four-valued partial combat potential for each weapon or division. If input program variable TVALON=.TRUE., the field contains target-value-weighted results.

(8) Field 8 contains the partial scalar combat potential for each weapon or division. Partial scalar potential is often referred to as the fifth component of five-valued partial combat potential. Scalar potential, as frequently noted, is not independent of four-valued potential.

F-4. RUNSTREAM. This section describes runstream of generation only for special standalone use of the CBT/CS/CSS Merge Module.

a. Normal Use. In normal AFP practice, the CBT/CS/CSS Merge Module is not executed in a standalone mode. The Merge Module usually is executed one or more times within a combined Combat Module and CBT/CS/CSS Merge Module run. Generation of these normal runstreams is described in paragraph D-4 of Appendix D on the Combat Module.

b. Special, Standalone Use. The need for special, standalone operation of the CBT/CS/CSS Merge Module may arise because critical CS/CSS data may be unavailable at the time of Combat Module runs or because a variation in CS/CSS data, target values, or shooter fractional lifetimes must be assessed. Standalone operation of the Merge Module is the more awkward and requires that normally discarded Combat Module output be retained. Each execution of the Combat Module generates (among other things) three usually temporary files or elements, ALLOC, FALLOC, AND TTLOS (named differently in production), used by (among other programs) the CBT/CS/CSS Merge Module. In regular AFP practice, these files are used soon after generation and discarded before another Combat Module execution. In full AFP production for 10 replications per combat environment, this generate-use-discard cycle occurs 160 times. For the special standalone, Merge Module mode, $3 \times 160 = 480$ files or elements must be saved for later use. And, it has sometimes been the case, two separate divisions or forces have been "in production" at the same time, 960 files or elements must be saved. Note that the 960 files or elements specially saved must be in addition to several hundred saved in the regular process. The full-scale special process puts a very heavy burden of the Agency's file storage and mainframe production to the point of very nearly excluding non-AFP users and customers. The standalone process is not recommended for AFP production. On the other hand, the standalone process can be very useful as a research method for small-scale (for few combat environments and or few replications) sensitivity analyses.

c. SSG Program for Standalone Runstreams. An SSG program for generation of runstreams for standalone use of the CBT/CS/CSS Merge Module is shown in Figure F-7.

(1) SGS Section. The SGSs specify the symbols and controls necessary to generate correct runstreams. The examples in Figure F-7 are correct for the generation of a single runstream for an H-series division over the first four combat environments and two replications. Changes to specific SGSs identified below would, for example, lead to a runstream including all 16 combat environments over 10 replications. No run so large has been attempted. Indeed, a single run so large would be ill-advised. The generation of several shorter runs would be safer in many respects.

(a) PREFIX. The SGS "PREFIX" specifies a user-ID that prefixes filenames needed within Merge Module runs.

(b) FORCE. The SGS "FORCE" specifies the symbol identifying the division or force of current concern. The symbol may be used in filename, element names, and printed output headings.

(c) OJTPD. The SGS "OJTPD" specifies a year symbol to appear in output records.

(d) OKTHTR. The SGS "OKTHTR" specifies a theater symbol to appear in output records.

```

1  @SSG,8K
2  SGS
3  PREFIX H7
4  FORCE HM80
5  OJTPD 80
6  OKTHTR 80
7  OJVIS 1 1 1 1 1 1 1 1 2 2 2 2 2 2 2 2
8  OJDAY 1 1 1 1 2 2 2 2 1 1 1 1 2 2 2 2
9  OJPOS 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
10 IBFOR 3456
11 IRFOR 4567
12 ICOMBO 1
13 IJTPD 80
14 IJTHTR 1
15 ENV 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
16 POSTS 01 02 03 04 01 02 03 04 01 02 03 04 01 02 03 04
17 REP 1 2
18 R1 1
19 R2 2
20 ENVFIRST 1
21 ENVLAST 4
22 CASE NEW
23 CASEX N
24 RATIO 1 3 1 1 1 1 4 3 1 ;
25 1 3 1 1 1 1 4 3 1 ;
26 1 3 1 1 1 1 4 3 1 ;
27 1 3 1 1 1 1 4 3 1 ;
28 BNODIV 41
29 RNODIV 41
30 MRGABS 30GECTEST.870CXPS
31 USEFILES N
32 TVALON TRUE
33 @EOF
34 SKEL
35 *DEFINE ASGX
36 *EDIT ON
37 *CREATE SGS: XFILE [PREFIX,1,1,1] [FORCE,1,1,1] [ENV,1,IE,1]
38 RCREP,1,R,1]
39 #ASG,A [XFILE,1,1,1] [XFILE,1,2,1]
40 #USE [2], [XFILE,1,1,1] [XFILE,1,2,1]
41 *REMOVE SGS XFILE
42 *END
43 *DEFINE ELEX
44 #ERS [2]
45 #COPY,I [PREFIX,1,1,1] [FORCE,1,1,1] [ENV,1,IE,1] [RCREP,1,R,1] [2]
46 *END
47 *SET R TO 1
48 *BRKPT,K 30GECTEST.60MERGEALL/[FORCE,1,1,1] [RCREP,1,R,1]
49 #ASG,A H7BASEDATA.
50 #ASG,T 14.

```

Figure F-7. Example Setup of SSG Program for Generating Runstream for Separate Execution(s) of AFP CBT/CS/CSS Merge Module
(Page 1 of 3 pages)

```

51 #ASG,T 15.
52 #ASG,T 30.
53 #ASG,T SORT9.,///1000
54 #ASG,A 30PCAS3.
55 #ASG,T 16.
56 #ED 30PCAS3.FJE-1,16.
57 *IF CUSEFILES,1,1,1] = N
58 #ASG,A CPREFIX,1,1,1]CFORCE,1,1,1].
59 #ASG,A H7AFP.
60 #ASG,T 3.,///1000 .ALLOC
61 #ASG,T 4.,///1000 .FALLOC
62 #ASG,T 10.,///1000 .ITLOS
63 #USE 9.,10.
64 #ASG,T 29.
65 *END
66 *INCREMENT IE FROM CENVFIRST,1,1,1] TO CENVLAST,1,1,1]
67 #ED H7BASEDATA.CFORCE,1,1,1]CENV,1,IE,1],15.
68 *IF CUSEFILES,1,1,1] = Y
69 *CREATE SGS CSCSS CPREFIX,1,1,1]CSCSSCPOSTS,1,IE,1]CCASEX,1,1,1]
70 #ASG,A [CSCSS,1,1,1].
71 #ED [CSCSS,1,1,1],14.
72 *REMOVE SGS CSCSS
73 *ELSE
74 #ED H7AFP.CFORCE,1,1,1]MCPOSTS,1,IE,1],14.
75 *END
76 *INCREMENT R FROM [R1,1,1,1] TO [R2,1,1,1]
77 #HOG UNCLASSIFIED MERGE CFORCE,1,1,1]CENV,1,IE,1] RREP,1,R,1] [CASE,1,1,1]
78 *IF CUSEFILES,1,1,1] = Y
79 #ASG,A CPREFIX,1,1,1]CFORCE,1,1,1]CENV,1,IE,1]CCASEX,1,1,1]CREP,1,R,1].
80 #USE 29.,CPREFIX,1,1,1]CFORCE,1,1,1]CENV,1,IE,1]CCASEX,1,1,1]CREP,1,R,1].
81 *PROCESS ASGX A 3
82 *PROCESS ASGX F 4
83 *PROCESS ASGX T 9
84 *ELSE
85 *PROCESS ELEX A 3
86 *PROCESS ELEX F 4
87 *PROCESS ELEX T 10
88 #USE 9.,10.
89 *END
90 #SORT,ES
91 VOLUME=SMALL
92 KEYW=3,35,36,B,A:4,35,36,B,A:2,35,36,B,A:1,35,36,B,A
93 FILEIN=9.
94 FILEOUT=9.
95 #EOF
96 #USE 9.,SORT9.
97 #XQT CMRGABS,1,1,1]
98 *. IMAGE GIVING INDICES IN CBT POT OUTPUT RECORDS
99 *EDIT ON
100 CCOMBO,1,1,1]E

```

Figure F-7. Example Setup of SSG Program for Generating Runstream for
Separate Execution(s) of AFP CBT/CS/CSS Merge Module
(Page 2 of 3 pages)

```

101      [OJTPD,1,1,1]E
102      [OKTHTR,1,1,1]E
103      [OJVIS,1,IE,1]E
104      [OJDAY,1,IE,1]E
105      [OJPOS,1,IE,1]E
106      [IBFOR,1,1,1]E
107      [IRFOR,1,1,1]
108      TVALON      [TVALON,1,1,1]
109      *. IMAGE GIVING INDICES OF INPUT CS/CSS MODULI
110      *EDIT ON
111      [ICOMBO,1,1,1]E
112      [IJTPD,1,1,1]E
113      [IJTHTR,1,1,1]E
114      *SET IEX TO [POSTS,1,IE,1]
115      [OJVIS,1,IEX,1]E
116      [OJDAY,1,IEX,1]E
117      [OJPOS,1,IEX,1]
118      [RATIO,1,IE,1]
119      *EDIT ON
120      [BNODIV,1] E
121      *INCREMENT IBNO TO [BNODIV,1]
122      [BNODIV,1,IBNO,1]E
123      *LOOP      IBNO
124      *EDIT OFF
125      *EDIT ON
126      [RNODIV,1] E
127      *INCREMENT IRNO TO [RNODIV,1]
128      [RNODIV,1,IRNO,1]E
129      *LOOP      IRNO
130      *EDIT OFF
131      #ADD 30GLOBAL.CVALS
132      #ADD 30GLOBAL.FRACTS
133      *IF [USEFILES,1,1,1] = N
134      #ED 29.[CPREFIX,1,1,1][FORCE,1,1,1][EENV,1,IE,1][REP,1,R,1]
135      #DATA,L 29.
136      #END
137      #ERS 29.
138      #ELSE
139      #DATA,L 29.
140      #END
141      #FREE 29.
142      #END
143      #ERS 9.
144      #ERS 30.
145      *LOOP      .R
146      #ERS 14.
147      #ERS 15.
148      *LOOP      .IE
149      #FREE 9.
150      #FREE 14.
151      #FREE 15.
152      #FREE 16.
153      #FREE 30.
154      $EOF
155      $EOF

```

Figure F-7. Example Setup of SSG Program for Generating Runstream for
 Separate Execution(s) of AFP CBT/CS/CSS Merge Module
 (Page 3 of 3 pages)

(e) OJVIS. The SGS "OJVIS" specifies symbols corresponding to clear (1) and degraded (2) visibility for the AFP standard 16 combat environments. A symbol appears in output records and may appear in the input CS/CSS moduli records.

(f) OJDAY. The SGS "OJDAY" specifies symbols corresponding to daytime (1) and nighttime (2) for the AFP standard 16 combat environments. A symbol appears in output records and may appear in the input CS/CSS moduli records.

(g) OJPOS. The SGS "OJPOS" specifies symbols corresponding to RAPD (1), STATIC (2), RADE (3), and BAPD (4) postures for the AFP standard 16 combat environments. A symbol appears in output records and may appear in input CS/CSS moduli records.

(h) IBFOR. The SGS "IBFOR" specifies a Blue division or force numeric identifier for inclusion in output records.

(i) IRFOR. The SGS "IRFOR" specifies a Red division or force numeric identifier for inclusion in output records.

(j) ICOMBO. The SGS "ICOMBO" specifies a case symbol appearing in CS/CSS moduli input and partial combat potential output records. The symbol has been set to bbl in all AFP work to date.

(k) IJTPD. The SGS "IJTPD" specifies a year symbol appearing in input CS/CSS moduli records.

(l) IJTHTR. The SGS "IJTHTR" specifies a theater symbol appearing in input CS/CSS moduli records.

(m) ENV. The SGS "ENV" specifies symbols corresponding to the AFP standard 16 combat environments. The symbols may be used in a variety of names or headings.

(n) POSTS. The SGS "POST" specifies symbols for the postures (RAPD = 01, STATIC = 02, RADE = 03, BAPD = 04) corresponding to the AFP standard 16 combat environments. The symbols appear in the names of CS/CSS moduli elements. POSTS assures that correct CS/CSS moduli are matched combat environments.

(o) REP. The SGS "REP" specifies symbols corresponding to one or more replications of the Combat Module. The example in Figure F-7 shows only the symbols "1" and "2." The list could be longer because the following two SGSs specify just which consecutive replications are to be processed by the generated runstream. The symbols must match characters appearing in input and output files or elements. Note that the generated runstream element names includes the first symbol in REP. Hence, there is some danger of overwriting a runstream element before it has been used if several runstream generations precede runstream executions--unless the first entry in REP is changed between runstream generations.

(p) **R1.** The SGS "R1" specifies the position of the first replication symbol in SGS REP to be included in the generated runstream. The runstream will include all replications corresponding to the closed REP set positions R1 to R2.

(q) **R2.** The SGS "R2" specifies the position of the last replication symbols in SGS REP to be included in the generated runstream. The runstream will include all replications corresponding to the closed REP set position R1 to R2.

(r) **ENVFIRST.** The SGS "ENVFIRST" specifies the position of the first combat environment symbol in SGS ENV to be included in the generated runstream. The runstream will include all environments corresponding to the closed ENV set positions ENVFIRST to ENVLAST.

(s) **ENVLAST.** The SGS "ENVLAST" specifies the position of the last combat environment symbol in SGS ENV to be included in the generated runstream. The runstream will include all environments corresponding to the closed ENV set positions ENVFIRST to ENVLAST.

(t) **CASE.** The SGS "CASE" specifies an identifier to appear in the headings of printed output.

(u) **CASEX.** The SGS "CASEX" specifies an identifier appearing in the CS/CSS filename (only if the CS/CSS moduli input are in file format). The identifier is of no concern if CS/CSS moduli are in elements (the current preferred practice).

(v) **RATIO.** The SGS "RATIO" specifies the number of Blue and of Red divisions by AFP standard combat environments. In the example in Figure F-7, "13" represents one Blue and three Red divisions in each of the environments (1, 5, 9, 13) corresponding to posture RAPD.

(w) **BNODIV.** The SGS "BNODIV" specifies the AFP weapon type number of Blue nondivisional weapons. The CBT/CS/CSS Merge Module excludes nondivisional weapons from COP computations.

(x) **RNODIV.** The SGS "RNODIV" specifies the AFP weapon type number of Red nondivisional weapons. The CBT/CS/CSS Merge Module excludes nondivisional weapons from COP computations.

(y) **MRGABS.** The SGS "MRGABS" specifies the file and element name for the Merge Module's current absolute program element.

(z) **USEFILES.** The SGS "USEFILES" specifies whether the principal input and output of the Merge Module are files (Y)es) or elements (N)o).

(aa) **TVALON.** The SGS "TVALON" specifies whether or not the first four components of partial combat potentials are to be weighted by target values. TVALON=.FALSE. suppresses the weighting. TVALON=.TRUE. forces

weighting. All replications of all combat environments should be processed at the same setting of TVALON for rollups and interpolations to be consistent.

(2) **SKELeton Section.** In accord with the above-described SGSs, the SKEL section shown in Figure F-7 generates a single runstream element for the specified division or force, combat environments, and replications. Note that the SKEL is based on the assumption that some file names are permanent. Those "permanent" names may be changed within the SKEL section; or, if name changes are expected to be frequent, new SGSs may be added to the SGS section and referenced in the SKEL section.

F-5. PROGRAM

a. The CBT/CS/CSS Merge Module program is more confusing than most of the AFP System's other modules, short of the Combat Module itself. No one set out to make the program confusing. It is just that the current version is the result of several changes in the scope of the program. Each change was implemented by patches to the preceding version without ever starting over. The prototype was developed on a microcomputer using a FORTRAN compiler permitting a maximum of three-dimensional arrays. Partly because of that dimensioning limitation and partly to keep Blue and Red clearly delineated, many separate arrays and program loops for Blue and Red data were implemented in the prototype. Although those distinctions were preserved in the mainframe version of the module, later extensions to the module often introduced higher-dimensioned arrays in which the distinction between Blue and Red was limited to the difference between "1" and "2" as indices within one dimension of an array. From the beginning, artillery was handled differently from direct fire, sometimes by special statements within an otherwise direct fire sequence, sometimes by a separate block of statements following a direct fire sequence of instructions. Perhaps most confusing of all, the original method (based on "local exchange ratios") for computing partial (in the sense of pertaining to a single instead of all 16 environments) combat potentials was retained as a variant after the now standard method (based on "global exchange ratios") was implemented. The current version of the module still deactivated code for writing to a combat environment rollup file that is not used. The admirable and professional goal of "cleaning up the module" has had to be ignored in the face of higher priority requirements to make other modules work. Throughout system development, the strategy has been to build those things that did not exist, to fix those things that did not work correctly, and last to improve things that worked correctly but awkwardly. The operator/programmer may find it helpful to keep in mind several special considerations.

- (1) The CBT/CS/CSS Merge Module treats direct fire and indirect fire weapons differently.
- (2) The notions of "lifetime potentials" differ among weapons types.
- (3) The module concurrently builds Blue and Red potentials.

(4) Partial potentials are developed largely concurrently by two different methods.

(5) Four-valued and scalar partial combat potentials (i.e., five-valued partial potentials) are developed concurrently.

(6) Unmodulated and modulated partial potentials are developed concurrently.

(7) Division potentials are accumulated as the module works its way through weapon inventories weapon type by weapon type.

b. Figure F-8 displays the basic logic of subroutine TARTY of the CBT/CS/CSS Merge Module program. The basic strategy of the module is to process Combat Module results Blue weapon type by Blue weapon type. For each Blue weapon type, results of matchups against Red weapons are processed Red weapon type by Red weapon type. And for each Blue/Red weapon type-on-type matchup, results are processed day by day (normally only for 2 days). Much updating of several different multidimensional working arrays occurs over and over again as days, Red weapon types, and Blue weapon types are cycled. Some updating is done without reference to CS/CSS moduli in order to compute unmodulated potentials. But an equal amount of updating is done with reference to the CS/CSS moduli in order to compute the modulated potentials. It is not until the working arrays have been filled that output to the partial combat potential file is begun. The essence of the CBT/CS/CSS Merge Module is the computation of unmodulated and modulated scores, CIPs, and COPs from Combat Module output and CS/CSS moduli (the latter only for modulated quantities). The computation is performed by two methods. The standard method is usually called the "global exchange ratio" method, or the GER method. The variant (actually the original) is called the "local exchange ratio" method, or the LER method. The following paragraphs are intended to clarify the distinctions between the methods, first in a simplified way and then in more detail. The examples are all from the point of view of the Blue side as "shooters." Similar examples could have been constructed from the Red side's point of view inasmuch as the Combat Module and the CBT/CS/CSS Merge Module treat both sides symmetrically. Although the Merge Module treats only one combat environment per run, the module develops unmodulated and modulated scores, CIPs, and COPs by two methods for both Blue and Red sides concurrently. Some patience is required to unravel the intertwined processes and to grasp the similarities and differences.

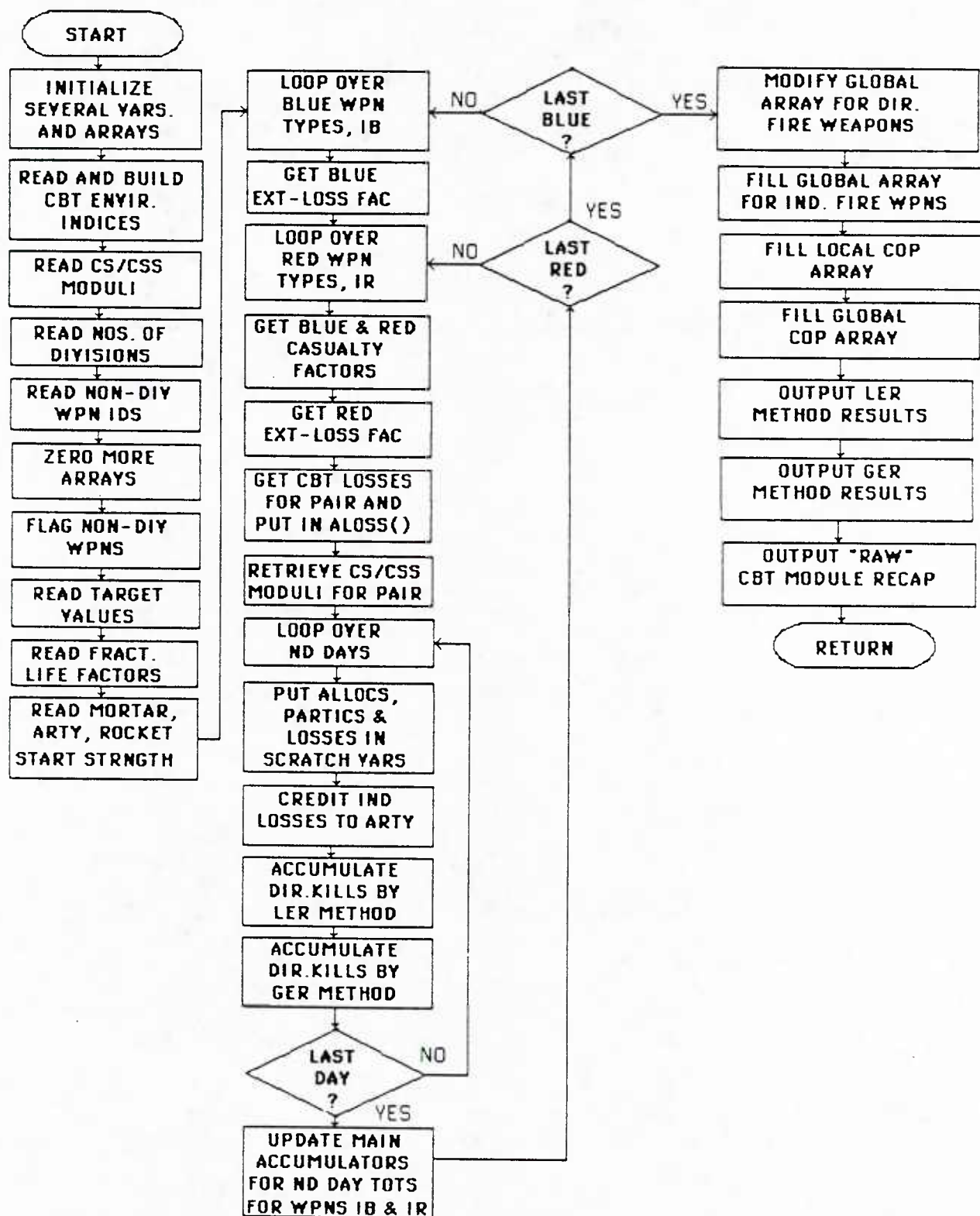


Figure F-8. Flow Diagram of the Basic Logic of Subroutine TARTY of the CBT/CS/CSS Merge Module

(1) The principal difference between the "global" and "local" exchange ratio methods lies in whether exchange ratios are computed for each type-on-type engagement (as in the "local" method) or only after kills and losses have been separately summed over all engagements (as in the "global" method). The difference, then, is in the exact sequence of summation and division operations. In highly simplified form, the difference involves terms of the form--

(a) Global:

$$GER(IB) = \sum_{IR} \sum_{ID} \frac{\text{(Red weapons of type IR killed by Blue weapons of type IB on day ID)}}{\text{(Blue weapons of type IB lost to all causes over all days)}}$$

(b) Local:

$$LER(IB) = (1/ND) * \sum_{IR} \sum_{ID} \frac{\text{(Red weapons of type IR killed by Blue weapons of type IB on day ID)}}{\text{(Blue weapons of type IB lost in engagement with Red type IR on day ID)}}$$

(2) The symbols used in the following paragraphs to make the GER and LER notions more specific in relation to the determination of partial combat potentials are defined in the following subparagraphs. The fact that a single execution of the Combat Module or CBT/CS/CSS Merge Module applies to a single combat environment is disregarded except in paragraph (4) below. Otherwise, the following symbols should also be indexed by IE to indicate the corresponding combat environment. The CBT/CS/CSS Merge Module program and subprograms apply a different symbolism and somewhat different orders of summation from the examples below.

(a) IB is the index of the IBth Blue weapon type.

(b) IR is the index of the IRth Red weapon type.

(c) IT is the index of the ITth component of five-valued partial combat potentials. The components are: personnel, light armored vehicles, heavy armored vehicles, aircraft, and weighted scalar.

(d) ID is the index of the IDth day represented within the AFP Combat Module.

(e) ND is the total number of days represented within the AFP Combat Module.

(f) $GLOSS(IB)$ is the sum of losses of weapon type IB to all causes over all days. $GLOSS$ is "global" in the sense of being a sum over all Red shooters and over all days. In the standard 60 by 60 engagement matrix of the Combat Module, a Blue weapon type is allocated within a single row across 60 Red columns, and a Red weapon type is allocated within a single column across 60 Blue rows. Hence, $GLOSS(IB)$ is the sum of Blue losses within a complete row of the 60 by 60 engagement matrix.

(g) $LLOSS(IB,IR,ID)$ is the loss of Blue weapon type IB to all causes related to engagement with Red weapon type IR on Day-ID. $LLOSS$ is "local" in the sense of referring to losses incurred on a single day within a single "cell" of the standard 60 by 60 engagement matrix of the Combat Module.

(h) $DBL(IB,IR)$ is the sum of direct fire losses of Blue weapon type IB to Red weapon type IR over all days.

(i) $DBL(IB,IR,ID)$ is the direct fire losses of Blue weapon type IB to Red weapon type IR on Day-ID.

(j) $DRL(IT,IR,IB)$ is the sum of direct fire losses within target category IT or Red weapon type IR to Blue weapon type IB over all days.

(k) $DRL(IT,IR,IB,ID)$ is the direct fire losses within target category IT or Red weapon type IR to Blue weapon type IB in Day-ID.

(l) $IBL(IB,IR)$ is the sum of indirect fire losses of Blue weapon type IB to Red indirect fire weapon type IR over all days.

(m) $IBL(IB,IR,ID)$ is the indirect fire losses of Blue weapon type IB to Red indirect fire weapon type IR on Day-ID.

(n) $EBL(IB,IR)$ is the sum of external losses of Blue weapon type IB related to engagements with Red weapon type IR over all days.

(o) $EBL(IB,IR,ID)$ is the external losses of Blue weapon type IB related to engagements with Red weapon type IR on Day-ID.

(p) $ERL(IT,IR,IB)$ is the sum of the external losses within target category IT of Red weapon type IR related to engagement with Blue weapon type IB over all days.

(q) $ERL(IT,IR,IB,ID)$ is the external losses within target category IT of Red weapon type IR related to engagements with Blue weapon type IB on Day-ID.

(r) F is a factor specifying the fraction of external losses to a target which are to be credited to a shooter. In general, the factor F results in a splitting of external losses between direct and indirect activities.

(s) **AVAIL(IB)** is the number of Blue weapons of type IB input to the Combat Module as part of the starting inventory. That inventory may include several divisions.

(t) **ALLOC(IB,IR,ID)** is the number of Blue weapons of type IB allocated against Red weapon type IR on Day-ID.

(u) **NBD** is the number of Blue divisions represented in Combat Module results. NBD is applied frequently as a multiplier or divisor as appropriate as the CBT/CS/CSS Merge Module viewpoint shifts from all weapons of a type to a single divisions's worth.

(v) **USCORE(IT,IB)** is the ITth component of the unmodulated score of one division's worth of Blue weapon type IB.

(w) **UCIP(IT,IB)** is the ITth component of the unmodulated CIP of Blue weapon type IB.

(x) **MSCORE(IT,IB)** is the ITth component of the modulated score of one division's worth of Blue weapon type IB.

(y) **MCIP(IT,IB)** is the ITth component of the modulated CIP of Blue weapon type IB.

(z) **FRACT(IB)** is the fractional lifetime factor for Blue weapon type IB, e.g., the net factor is usually 0.5 (for half lifetimes) for ordinary DIRECT fire weapons.

(aa) **UCOP(IT)** is the ITth target category component of unmodulated COP.

(ab) **MCOP(IT)** is the ITth target category component of modulated COP.

(3) The GER method requires computation along the following lines.

(a) For Blue direct fire weapons in general;

$$\text{GLOSS}(\text{IB}) = \sum_{\text{IR}} (\text{DBL}(\text{IB}, \text{IR}) + \text{IBL}(\text{IB}, \text{IR}) + \text{EBL}(\text{IB}, \text{IR}))$$

If $\text{GLOSS}(\text{IB}) = 0.0$, then $\text{GLOSS}(\text{IB}) = 1.0$.

The losses to Blue weapon type IB are summed over all uses of that weapon before any division to determine exchange ratio. To avoid division by 0.0, 1.0 is the minimum permitted loss.

$$USCORE(IT,IB) = \text{FRACT}(IB) * \text{AVAIL}(IB) / (\text{GLOSS}(IB) * \text{NBD}) *$$

$$\sum_{IR} (\text{DRL}(IT,IR,IB) + F * \text{ERL}(IT,IR,IB))$$

The unmodulated score is thus purely a quotient of sums, not a sum of quotients.

$$UCIP(IT,IB) = \text{USCORE}(IT,IB) * \text{NBD} / \text{AVAIL}(IB)$$

The unmodulated CIP is simply a mean score per weapon.

$$\text{MSCORE}(IT,IB) = (\text{FRACT}(IB) * \text{AVAIL}(IB) / (\text{GLOSS}(IB) * \text{NBD})) *$$

$$\sum_{IR} (\text{DRL}(IT,IR,IB) + F * \text{ERL}(IT,IR,IB)) * \text{CSCSS}(IB,IR)$$

The modulated score, too, is a quotient of sums, not a sum of quotients.

$$\text{MCIP}(IT,IB) = \text{MSCORE}(IT,IB) * \text{NBD} / \text{AVAIL}(IB)$$

(b) For Blue indirect fire weapons in general:

$$\text{USCORE}(IT,IB) = \text{FRACT}(IB / \text{NBD}) *$$

$$\sum_{IR} (\text{DRL}(IT,IR,IB) + F * \text{ERL}(IT,IR,IB))$$

It is implied that the indirect firer loses only 1.0 weapon.

$$\text{UCIP}(IT,IB) = \text{USCORE}(IT,IB) * \text{NBD} / \text{AVAIL}(IB)$$

$$\text{MSCORE}(IT,IB) = (\text{FRACT}(IB) / \text{NBD}) *$$

$$\sum_{IR} (\text{DRL}(IT,IR,IB) + F * \text{ERL}(IT,IR,IB)) * \text{CSCSS}(IB,IR)$$

$$\text{MCIP}(IT,IB) = \text{MSCORE}(IT,IB) * \text{NBD} / \text{AVAIL}(IB)$$

(c) The division COPs;

$$UCOP(IT) = \sum_{IB} USCORE(IT, IB)$$

$$MCOP(IT) = \sum_{IB} MCSCORE(IT, IB)$$

(4) The LER method required computation of the following:

(a) For Blue direct fire weapons in general:

$$LLOSS(IB, IR, ID) = DBL(IB, IR, ID) + IBL(IB, IR, ID) + EBL(IB, IR, ID)$$

If $LLOSS(IB, IR, ID) = 0.0$, then $LLOSS(IB, IR, ID) = 1.0$.

Here, the sum of losses applies to a single type-on-type engagement on a single day.

$$USCORE(IT, IB) = (FRACT(IB) / (ND * NBD)) *$$

$$\sum_{IR} \sum_{ID} \frac{(DRL(IT, IR, IB, ID) + F * ERL(IT, IR, IB, ID)) * ALLOC(IB, IR, ID)}{LLOSS(IB, IR, ID)}$$

The unmodulated score is a sum of quotients and not simply a quotient of sums as in the GER case.

$$UCIP(IT, IB) = USCORE(IT, IB) * NBD / AVAIL(IB)$$

$$MSCORE(IT, IB) = (FRACT(IB) / (ND * NBD)) *$$

$$\sum_{IR} CSCSS(IB, IR) * \sum_{ID} \frac{(DRL(IT, IR, IB, ID) + F * ERL(IT, IR, IB, ID)) * ALLOC(IB, IR, ID)}{LLOSS(IB, IR, ID)}$$

$$MCIP(IT, IB) = MSCORE(IT, IB) * NBD / AVAIL(IB)$$

(b) For Blue indirect fire weapons in general:

$$LLOSS(IB) = DBL(IB) + IBL(IB) + EBL(IB)$$

If $LLOSS(IB) = 0.0$, then $LLOSS(IB) = 1.0$.

Unlike in the GER case, the "actual losses" of indirect fire weapons are considered except that 1.0 is the minimum permitted loss.

$$USCORE(IT, IB) = \text{FRACT}(IB) / (ND * NBD * LLOSS(IB)) *$$

$$\sum_{IR} \sum_{ID} (\text{DRL}(IT, IR, IB, ID) + \text{IRL}(IT, IR, IB, ID) + F * \text{ERL}(IT, IR, IB, ID))$$

$$UCIP(IT, IB) = USCORE(IT, IB) * NBD / \text{AVAIL}(IB)$$

$$MSCORE(IT, IB) = (\text{FRACT}(IB) / (ND * NBD * LLOSS(IB))) *$$

$$\sum_{IR} \text{CSCSS}(IB, IR) * \sum_{ID} (\text{DRL}(IT, IR, IB, ID) + \text{IRL}(IT, IR, IB, ID) + F * \text{ERL}(IT, IR, IB, ID))$$

$$MCIP(IT, IB) = MSCORE(IT, IB) * NBD / \text{AVAIL}(IB)$$

(c) The divisions COPs;

$$UCOP(IT) = \sum_{IB} USCORE(IT, IB)$$

$$MCOP(IT) = \sum_{IB} MSCORE(IT, IB)$$

(5) The AFP CBT/CS Merge Module does not roll up partial combat potentials over all 16 combat environments. That function is performed within the AFP Rollup and Stats Module. In terms of the above notation, an example of the computation performed within the Rollup and Stats Module is:

$$MCOP(IT) = \sum_{IE}^{16} MCOP(IT, IE) * \text{ENV}(IE)$$

Where the partial MCOPs (IT) above have been extended to MCOP(IT, IE) to show dependence on corresponding combat environment, IE. The term MCOP has been replaced to indicate that the environmentally weighted sum of partial

COPs is a final COP. Similar summations lead to the full variety of final unmodulated and modulated scores, CIPs, and COPs for both Blue and Red divisions.

c. **GGGTARTY** is the current version of the source program of the principal subprogram of the CBT/CS/CSS Merge Module. The GGGTARTY source program is listed in Figure F-9.

(1) The principal reference arrays are initialized at load time or early in program execution.

(a) **BAA(10)**. The array BAA stores the starting strengths of Blue mortar and artillery weapon types. The indexing of BAA(I) for indirect weapon types for $I = 1$ to 10 relative to all weapon types $W = 1$ to 60 is $W = \text{LIMD} + I$. Array RAA is the Red counterpart of Blue array BAA().

(b) **RAA(10)**. The array RAA() stores the starting strengths of Red mortar and artillery weapon types. The indexing of RAA() is the same as for Blue array BAA() described in (1) immediately above. Array BAA() is the Blue counterpart of Red array RAA().

(c) **CSCSS(2,60,60)**. The array CSCSS() receives and stores CS/CSS module generated earlier by the separate AFP CS/CSS Module. An array element CSCSS(I,J,K) is indexed;

1. $I=1$ to 2 for Blue and Red sides.
2. If $I=1$, then
 - $J=1$ to 60 for the 60 Blue weapon types.
 - $K=1$ to 60 for the 60 Red weapon types.
3. If $I=2$, then
 - $J=1$ to 60 for the 60 Red weapon types.
 - $K=1$ to 60 for the 60 Blue weapon types.

(d) **BNDX(60)**. The array BNDX() receives and stores the weapon indices of any Blue weapon which are nondivisional. If there are only N nondivisional Blue weapon types, then only the first N elements of BNDX() are filled. For example, during AFP system development only Blue weapon type 41 was nondivisional. Hence, $N=1$, and $\text{BNDX}(1)=41$. As a result of entries in BNDX(), the program sets the corresponding logical value in the separate array BNDW() to .TRUE. for nondivisional. Array RNDX() is the Red counterpart of Blue array BNDX().

```

1      SUBROUTINE TARTY
2      15 JUN 83 -- G.E.C.
3      COMBINES COMBAT MODULE OUTPUT WITH CS/CSS FACTORS
4      12 APR 83 -- CHANGE MODULI & OUTPUT ID'S -- G.E.C.
5      ALGORITHM AND MOST OF CODE BY G. COOPER. MODIFIED BY J. WARREN
6      AND S. BRAVY
7      EXTENDED 24-28 OCT 83 BY G.E.C. TO PROVIDE GLOBAL
8      (I.E., ROW-WISE & COLUMN-WISE EXCHANGE RATIOS --
9      [ROW KILLS]/[ROW LOSSES]
10     [COLUMN KILLS]/[COLUMN LOSSES]
11     EXTENDED 4 NOV 83 TO APPLY GENERALIZED CATEGORY
12     WEIGHTS AND THREE NEW "STOPPING" CRITERIA --
13     * Q.S-LIFE FOR DIRECT FIRE GROUND SYSTEMS
14     * BASIC LOAD DEPLETION FOR SAMS
15     * FORTNIGHT DURATION FOR MORTARS, ARTY, & MLRS
16     EXTENDED 9/84 FOR CVALS() OPTION TVALON IN POTENTIALS
17     ELEMENTS 1-5
18     PARAMETER ITHTR=1
19     INCLUDE PARM.LIST
20     INCLUDE BK1.LIST
21     INCLUDE BK3.LIST
22     DIMENSION ALOSS(14,2,2),BCAS(4),RCAS(4)
23     DIMENSION BT(5,2),RT(5,2),BAL(10),RAL(10),BAA(10),RAA(10)
24     DIMENSION B(5,2,60),R(5,2,60),ABTOT(60),ARTOT(60)
25     DIMENSION CSCSS(2,60,60)
26     DIMENSION USCOR(2,60,4),MSCOR(2,60,4)
27     DIMENSION UCIP(2,60,4),MCIP(2,60,4)
28     DIMENSION UCOP(2,4),MCOP(2,4),SIZES(2)
29     DIMENSION BNDX(60),RNDX(60),BNDW(60),RNDW(60)
30     DIMENSION OMEGAE(5,4,60,2),OMEGAC(5,2,2),ZLOSS(60,2)
31     DIMENSION DIVS(2),ISNO(4,2),START(60,2),NTYPS(2)
32     REAL MSCOR,MCIP,MCOP
33     INTEGER COM90,BNDX,RNDX,CASE,SIZES
34
35     DEFINE FILE IU11(NR11,IRSZ11,F,NEXT11)
36     DEFINE FILE IU12(NR12,IRSZ12,F,NEXT12)
37
38     CHARACTER*3 KTHTR,LTHTR
39     CHARACTER*3 ATHTR(ITHTR)
40     LOGICAL TEST,BNDW,RNDW,TVALON
41
42     B(I,J,K)      BLUE KILLS
43     I= 1          PERSONNEL+OTHER
44     I= 2          LT VEHs
45     I= 3          HVY VEHs
46     I= 4          AIRCRAFT
47     I= 5          SCALAR
48     J= 1          UNMODULATED
49     J= 2          MODULATED
50     K= 1,M        KTH WEAPONS TYPE

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module (Page 1 of 15 pages)

```

51      C      R(I,J,K)      RED KILLS      SUBSCRIPTS LIKE B(I,J,K)
52      C      BAL(I)      BLUE ARTY LOSSES, TYPE LIMD+I
53      C      RAL(I)      RED ARTY LOSSES, TYPE LIMD+I
54      C      BAA(I)      BLUE ARTY STARTING STRENGTH, TYPE LIMD+1
55      C      RAA(I)      RED ARTY STARTING STRENGTH, TYPE LIMD+1
56      C      OMEGAE(I,J,K,L)      GLOBAL SCORES & CIPS
57      C      I=1,5      PERS+OTHER,...,SCALAR
58      C      J=1,4      USCORE,UCIP,MSCORE,MCIP
59      C      K=1,NTYPS(IS)      WPN TYPE
60      C      L=1,2      BLUE,RED
61      C      OMEGAC(I,J,K)      GLOBAL COPS
62      C      I=1,5      PERS+OTHER,...,SCALAR
63      C      J=1,2      UCOP,MCOP
64      C      K=1,2      BLUE,RED
65      C      ZLOSS(I,J)      DIRECT & INDIRECT LOSSES
66      C      I=1,NTYPS(IS)      WPN TYPE
67      C      J=1,2      BLUE,RED
68      C
69      COMMON/CIM1/DUM(240),EXTLOS(2,60)
70      COMMON/SOR/ISOR
71      COMMON/GLOBAL/IBFOR,IRFOR,JCASE
72      COMMON/AWRK/IWRK,ISCNT,JTHTRZ,JTPDZ,JVISZ,JPOSZ,JDAYZ
73      COMMON/CHAR/KTHTR
74      COMMON/CATVAL/CVALS(5,60,2)
75      COMMON/FRACTS/FRAX(60,2)
76      C      DATA ATHTR/' E' /
77      DATA IDIM/14/,NTYPS/2*60/,IUIN8/14/
78      DATA ZTOL/0.2/,M,N/2*60/
79      DATA FRACLF/0.50/,ND/2/
80      DATA LIMD/50/,IPOS/4/,IDAY/2/
81      DATA CSCSS/7200*1.0/
82      DATA BNDW/60*.FALSE./,RNDW/60*.FALSE./
83      DATA ALOSS/56*0.0/
84      DATA ISNO/10,30,50,70,20,40,60,80/
85      C
86      C      MINFO RECORD FORMAT
87      C      1 FORMAT(I5,A3,I4,3I3,I5,5F10.3,2I6,I5)
88      C      FOR OUTPUT OF ISCNT,JTHTR,JTPD,JVIS,JPOS,JDAY,IWID,XPERS,
89      C      XLVEH,XHVEH,XACFT,XSCLR,IBFOR,IRFOR,JCASE
90      C      CALL OUTPAR
91      READ(5,2) TVALON
92      2 FORMAT(10X,LS)
93      KLIM=5
94      KSTEP=1
95      IF(TVALON) THEN
96      KLIM=1
97      KSTEP=4
98      ENDIF
99      ISOR=6
100     IWRK=30

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module (Page 2 of 15 pages)

```

101 C      IBFOR=1
102 C      IRFOR=1
103 C      CVOPT=1.0
104 C      CALL ZERO(BT,10)
105 C      CALL ZERO(RT,10)
106 C      CALL ZERO(B,500)
107 C
108 C      READ IN THE CSCSS DATA
109 C
110 C      READ(5,13) COMBO,JTPD,JTHTR,JVIS,JDAY,JPOS
111 C      FORMAT(13)
112 C      KTHTR=ATHTR(JTHTR)
113 C      CASE=(JVIS-1)*IDAY*IPOS+(JDAY-1)*IPOS+(JPOS-1)
114 C      JCASE=CASE
115 C      PREF1=0
116 C      PREF2=0
117 C      PREF3=(JTHTR-1)*ICASE+CASE
118 C      PREF4=(COMBO-1)*ITHTR*ITPD*ICASE+(JTPD-1)*ITHTR*ICASE+PREF3
119 C      15 READ(IUIN8,23,END=50) LSCNT,LTHTR,LTPD,LVIS,LPOS,LDAY
120 C      & ,LBWID,XBMOD,LRWID,XRMOD
121 C      23 FORMAT(16,A3,I4,I3,I3,I3,I5,F10.3,I5,F10.3)
122 C      TEST=(LSCNT.EQ.200).AND.(KTHTR.EQ.LTHTR)
123 C      TEST=TEST.AND.(JTPD.EQ.LTPD)
124 C      TEST=TEST.AND.(JVIS.EQ.LVIS)
125 C      TEST=TEST.AND.(JPOS.EQ.LPOS)
126 C      TEST=TEST.AND.(JDAY.EQ.LDAY)
127 C      IF (TEST).THEN
128 C          CSCSS(1,LBWID,LRWID)=XBMOD
129 C          CSCSS(2,LRWID,LBWID)=XRMOD
130 C      ENDIF
131 C      GOTO 15
132 C      50 CONTINUE
133 C      NUMBER OF BLUE AND RED DIVISIONS
134 C      READ(5,13) DIVS(1),DIVS(2)
135 C      DIVS(1)=NBNDIV
136 C      DIVS(2)=NRNDIV
137 C      READ THE BLUE NON-DIVISIONAL WEAPON COUNT AND INDICES
138 C      READ(5,13) NBNDIV,(BNDX(I),I=1,NBNDIV)
139 C      READ THE RED NON-DIVISIONAL WEAPON COUNT AND INDICES
140 C      READ(5,13) NRNDIV,(RNDX(I),I=1,NRNDIV)
141 C
142 C      CALL ZERO(R,800)
143 C      CALL ZERO(ABTOT,M)
144 C      CALL ZERO(ARTOT,N)
145 C      CALL ZERO(BAA,10)
146 C      CALL ZERO(RAA,10)
147 C      CALL ZERO(BAL,10)
148 C      CALL ZERO(RAL,10)
149 C      CALL ZERO(OMEGAE,2400)
150 C      CALL ZERO(OMEGAC,20)

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module (Page 3 of 15 pages)

```

151      CALL ZERO(ZLOSS,120)
152      C   SET UP POINTERS TO NON-DIVISIONAL RESOURCES
153      DO 60 I=1,NBNDIV
154          BNDW(BNDX(I))=.TRUE.
155      60  CONTINUE
156      DO 70 I=1,NRNDIV
157          RNDW(RNDX(I))=.TRUE.
158      70  CONTINUE
159      C
160      C   GET CATEGORY VALUES
161      CALL GETCAT
162      C
163      C   GET FRACTIONAL LIFE ADJUSTERS
164      C
165      CALL GETFRX
166      C
167      C   GET ARTY STARTING STRENGTHS
168      CALL GETART(BAA,RAA,LIMD,M,N)
169      C   DIRECT FIRE ENGAGEMENTS ARE ANALYZED AS TYPE-ON-TYPE
170      C   EXCHANGE RATIOS & ALLOCATIONS. MORTARS & ARTY ARE
171      C   ANALYZED AS (GLOBAL TOTAL KILLS)/(GLOBAL TOTAL LOSSES).
172      C   LOOP OVER BLUE WPN TYPES
173      DO 10 IB=1,NTYPS(1)
174      C   BLUE EXTERNAL LOSS FACTOR
175      EXB=EXTLOS(1,IB)
176      C   LOOP OVER RED WPN TYPES
177      DO 20 IR=1,NTYPS(2)
178      C   GET BLUE WPN CASUALTY VALUES
179      CALL GETCA(2,IR,IB,BCAS)
180      C   GET RED WPN CASUALTY VALUES
181      CALL GETCA(1,IB,IR,RCAS)
182      C   RED EXTERNAL LOSS FACTOR
183      EXR=EXTLOS(2,IR)
184      C   GET CBT MODULE RESULTS FOR THIS MATCHUP
185      CALL GETLOS(IB,IR,ALOSS,IDIM,ND)
186      C   GET BLUE & RED CS/CSS FACTORS FOR THIS PAIR
187      BMOD=CSCSS(1,IB,IR)
188      RMOD=CSCSS(2,IR,IB)
189      C
190      BSUM=0.0
191      RSUM=0.0
192      C   LOOP OVER DAYS
193      C   GLOBAL KILL ACCUMULATORS OVER ND DAYS
194      GBNET=0.0
195      GRNET=0.0
196      DO 1000 ID=1,ND
197      C   ALLOCATIONS
198      AB=ALOSS(1,1,ID)
199      AR=ALOSS(1,2,ID)
200      C   PARTICIPATIONS

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module (Page 4 of 15 pages)

```

2001 PB=ALOSS(2,1,ID)
2002 PR=ALOSS(2,2,ID)
2003 C DIRECT LOSSES
2004 JB=ALOSS(3,1,ID)
2005 DR=ALOSS(3,2,ID)
2006 C EXTERNAL LOSSES
2007 EB=(EXB/(1.0-EXB))*ALOSS(1,1,ID)
2008 ER=(EXR/(1.0-EXR))*ALOSS(1,2,ID)
2009 C THRU 100, SUM INDIRECT LOSSES ALSO CREDIT INDIRECT WPNS
2010 BI=0.0
2011 RI=0.0
2012 DO 100 L=5, IDIM
2013 LX=L+LIMD-4
2014 XB=ALOSS(L,1,ID)
2015 XR=ALOSS(L,2,ID)
2016 IF((XB.LE.0.01).AND.(XR.LE.0.01)) GOTO 100
2017 BI=BI+XB
2018 RI=RI+XR
2019 BMOD1=CSCSS(1,IB,LX)
2020 RMOD1=CSCSS(2,LX,IB)
2021 BMOD2=CSCSS(1,LX,IR)
2022 RMOD2=CSCSS(2,IR,LX)
2023 C CREDIT KILLS TO INDIRECT WEAPONS
2024 DO 90 IV=1,4
2025 CV=CVALS(IV,IR,2)
2026 IF(TVALON) CVOPT=CV
2027 BU=RCAS(IV)*XR
2028 B(IV,1,LX)=B(IV,1,LX)+BU*CVOPT
2029 B(5,1,LX)=B(5,1,LX)+BU*CV
2030 BM=BU*BMOD2
2031 B(IV,2,LX)=B(IV,2,LX)+BM*CVOPT
2032 B(5,2,LX)=B(5,2,LX)+BM*CV
2033 CV=CVALS(IV,IB,1)
2034 IF(TVALON) CVOPT=CV
2035 RU=BCAS(IV)*XB
2036 R(IV,1,LX)=R(IV,1,LX)+RU*CVOPT
2037 R(5,1,LX)=R(5,1,LX)+RU*CV
2038 RM=RU*RMOD1
2039 R(IV,2,LX)=R(IV,2,LX)+RM*CVOPT
2040 R(5,2,LX)=R(5,2,LX)+RM*CV
2041 90 CONTINUE
2042 DO 95 I15=KLIM,S,KSTEP
2043 B(I15,1,LX)=B(I15,1,LX)+XR*CVALS(5,IR,2)
2044 B(I15,2,LX)=B(I15,2,LX)+XR*BMOD2*CVALS(5,IR,2)
2045 R(I15,1,LX)=R(I15,1,LX)+XB*CVALS(5,IB,1)
2046 R(I15,2,LX)=R(I15,2,LX)+XB*RMOD1*CVALS(5,IB,1)
2047 95 CONTINUE
2048 100 CONTINUE
2049 C FOR INDIR FIRE WPN, IGNORE THE TYPE-ON-TYPE ALLOCATION
2050 IF(IE.GT.LIMD) AB=1.0

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module (Page 5 of 15 pages)


```

251      IF(IR.GT.LIMD) AR=1.0
252      ABTOT(IB)=ABTOT(IB)+AB
253      ARTOT(IR)=ARTOT(IR)+AR
254      IF(ID.EQ.1) THEN
255          START(IB,1)=START(IB,1)+AB
256          START(IR,2)=START(IR,2)+AR
257      ENDIF
258      BTOT=DB+EB+BI
259      RTOT=DR+ER+RI
260      BNET=DB
261      X=DB+BI
262      IF(X.GE.ZTOL) BNET=BNET+EB*DB/X
263      RNET=DR
264      X=DR+RI
265      IF(X.GE.ZTOL) RNET=RNET+ER*DR/X
266      IF(BTOT.GE.ZTOL) THEN
267          BXR=BNET/BTOT
268      ELSE
269          BXR=BNET
270      ENDIF
271      C      FOR INDIR FIRE WPN, TAKE KILLS, NOT XCHANGE RATIO
272      IF(IB.GT.LIMD) BXR=BNET
273      IF(RTOT.GE.ZTOL) THEN
274          RXR=BNET/RTOT
275      ELSE
276          RXR=BNET
277      ENDIF
278      C      FOR INDIR FIRE WPN, TAKE KILLS, NOT XCHANGE RATIO
279      IF(IR.GT.LIMD) RXR=BNET
280      BSUM=BSUM+AB*BXR
281      RSUM=RSUM+AR*RXR
282      IF(IB.GT.LIMD) BAL(IB-LIMD)=BAL(IB-LIMD)+BTOT
283      IF(IR.GT.LIMD) RAL(IR-LIMD)=RAL(IR-LIMD)+RTOT
284      C
285      C      UPDATE GLOBAL ROW/COLUMN EXCHANGE ARRAYS
286      C
287      ZLOSS(IB,1)=ZLOSS(IB,1)+BTOT
288      ZLOSS(IR,2)=ZLOSS(IR,2)+RTOT
289      GBNET=GBNET+BNET
290      GRNET=GRNET+RNET
291      C
292      1000 CONTINUE
293      BSCORM=BSUM*BMOD
294      RSCORM=RSUM*RMOD
295      C      UPDATE MAIN ACCUMULATOR ARRAYS
296      DO 1800 IV=1,4
297          CV=CVALS(IV,IR,2)
298          IF(TVALON) CVOPT=CV
299      C      UNMODULATED
300      BU=RCAS(IV)*BSUM

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module (Page 6 of 15 pages)

```

301      GBU=RCAS(IV)*GRNET
302      C      MODULATED
303      BM=RCAS(IV)*BSCORM
304      C      COMPONENT OF 4-VECTOR
305      B(IV,1,IB)=B(IV,1,IB)+BU*CVOPT
306      OMEGAE(IV,1,IB,1)=OMEGAE(IV,1,IB,1)+GBU*CVOPT
307      C      SCALAR
308      B(5,1,IB)=B(5,1,IB)+BU*CV
309      OMEGAE(5,1,IB,1)=OMEGAE(5,1,IB,1)+GBU*CV
310      B(IV,2,IB)=B(IV,2,IB)+BM*CVOPT
311      OMEGAE(IV,3,IB,1)=OMEGAE(IV,3,IB,1)+GBU*BMOD*CVOPT
312      B(5,2,IB)=B(5,2,IB)+BM*CV
313      OMEGAE(5,3,IB,1)=OMEGAE(5,3,IB,1)+GBU*BMOD*CV
314      C      SIMILAR SCHEME AS FOR BLUE ABOVE
315      CV=CVALS(IV,IB,1)
316      IF(TVALON) CVOPT=CV
317      RU=BCAS(IV)*RSUM
318      GRU=BCAS(IV)*GBNET
319      RM=BCAS(IV)*RSCORM
320      R(IV,1,IR)=R(IV,1,IR)+RU*CVOPT
321      OMEGAE(IV,1,IR,2)=OMEGAE(IV,1,IR,2)+GRU*CVOPT
322      R(5,1,IR)=R(5,1,IR)+RU*CV
323      OMEGAE(5,1,IR,2)=OMEGAE(5,1,IR,2)+GRU*CV
324      R(IV,2,IR)=R(IV,2,IR)+RM*CVOPT
325      OMEGAE(IV,3,IR,2)=OMEGAE(IV,3,IR,2)+GRU*RMOD*CVOPT
326      R(5,2,IR)=R(5,2,IR)+RM*CV
327      OMEGAE(5,3,IR,2)=OMEGAE(5,3,IR,2)+GRU*RMOD*CV
328      1800 CONTINUE
329      C
330      CVRS=CVALS(5,IR,2)
331      CVBS=CVALS(5,IB,1)
332      DO 1810 I15=KLIM,5,KSTEP
333      B(I15,1,IP)=B(I15,1,IB)+BSUM*CVRS
334      OMEGAE(I15,1,IP,1)=OMEGAE(I15,1,IP,1)+GRNET*CVRS
335      B(I15,2,IB)=B(I15,2,IB)+BSCORM*CVRS
336      OMEGAE(I15,3,IB,1)=OMEGAE(I15,3,IB,1)+GRNET*BMOD*CVRS
337      R(I15,1,IR)=R(I15,1,IR)+RSUM*CVBS
338      OMEGAE(I15,1,IR,2)=OMEGAE(I15,1,IR,2)+GBNET*CVBS
339      R(I15,2,IP)=R(I15,2,IP)+RSCORM*CVRS
340      OMEGAE(I15,3,IP,2)=OMEGAE(I15,3,IP,2)+GBNET*RMOD*CVBS
341      1810 CONTINUE
342      C
343      C      CONTINUE
344      10 CONTINUE
345      C
346      F=FRACLF
347      XND=ND
348      C
349      C      FILL GLOBAL ARRAY FOR CIPS, DIRECT FIRE...AND
350      C      NORMALIZE SCORES TO FRACTIONAL LIVES

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module (Page 7 of 15 pages)

```

351      DO 2800 IS=1,2
352      DD=DIVS(IS)
353      DO 2700 IW=1,LIMD
354      GZLOS=ZLOSS(IW,IS)
355      IF(GZLOS.LE.0.0) GZLOS=1.0
356      GZ=F/GZLOS
357      DO 2600 IV=1,5
358      OMEGAE(IV,2,IW,IS)=OMEGAE(IV,1,IW,IS)*GZ
359      OMEGAE(IV,1,IW,IS)=OMEGAE(IV,1,IW,IS)*GZ*START(IW,IS)/DD
360      OMEGAE(IV,4,IW,IS)=OMEGAE(IV,3,IW,IS)*GZ
361      OMEGAE(IV,3,IW,IS)=OMEGAE(IV,3,IW,IS)*GZ*START(IW,IS)/DD
362      CONTINUE
363      2600 CONTINUE
364      2700 CONTINUE
365      2800 CONTINUE
366      C
367      C      FILL GLOBAL ARRAY FOR INDIRECT FIRE
368      C
369      DO 2890 IS=1,2
370      DO 2880 IW=LIMD+1,NTYPS(IS)
371      IIW=IW-LIMD
372      IF(IS.EQ.1) THEN
373      GZLOS=BAA(IIW)
374      GAA=BAA(IIW)/DIVS(1)
375      ELSE
376      GZLOS=RAA(IIW)
377      GAA=RAA(IIW)/DIVS(2)
378      ENDIF
379      IF(GZLOS.LE.0.0) GZLOS=1.0
380      GZ=F/GZLOS
381      DO 2870 IV=1,5
382      IF(IS.EQ.1) THEN
383      ZG=B(IV,1,IW)*GZ
384      OMEGAE(IV,1,IW,1)=ZG*GAA
385      OMEGAE(IV,2,IW,1)=ZG
386      ZG=B(IV,2,IW)*GZ
387      OMEGAE(IV,3,IW,1)=ZG*GAA
388      OMEGAE(IV,4,IW,1)=ZG
389      ELSE
390      ZG=R(IV,1,IW)*GZ
391      OMEGAE(IV,1,IW,2)=ZG*GAA
392      OMEGAE(IV,2,IW,2)=ZG
393      ZG=R(IV,2,IW)*GZ
394      OMEGAE(IV,3,IW,2)=ZG*GAA
395      OMEGAE(IV,4,IW,2)=ZG
396      ENDIF
397      CONTINUE
398      2870 CONTINUE
399      2880 CONTINUE
400      2890 CONTINUE
      C
      C

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module (Page 8 of 15 pages)

```

401      C      FILL ARRAY FOR COPS
402      C
403      DO 3000 IB=1,NTYPS(1)
404      C      SKIP IF A NON-DIVISIONAL BLUE WEAPON
405      IF ( BNDW(IB) ) GOTO 3000
406      FUZZ=1.0
407      IF (IB.GT.LIMD) THEN
408      BALX=BAL(IB-LIMD)
409      IF (BALX.LE.0.5) BALX=1.0
410      FUZZ=XND*BAA(IB-LIMD)/BALX
411      ENDF
412      DO 2900 IV=1,5
413      BT(IV,1)=BT(IV,1)+B(IV,1,IB)*FUZZ*FRAX(IB,1)
414      BT(IV,2)=BT(IV,2)+B(IV,2,IB)*FUZZ*FRAX(IB,1)
415      2900 CONTINUE
416      3000 CONTINUE
417      DO 4000 IR=1,NTYPS(2)
418      C      SKIP IF A RED NON-DIVISIONAL TYPE
419      IF ( RNDW(IR) ) GOTO 4000
420      FUZZ=1.0
421      IF (IR.GT.LIMD) THEN
422      RALX=RAL(IR-LIMD)
423      IF (RALX.LE.0.5) RALX=1.0
424      FUZZ=XND*RAA(IR-LIMD)/RALX
425      ENDF
426      DO 3900 IV=1,5
427      RT(IV,1)=RT(IV,1)+R(IV,1,IR)*FUZZ*FRAX(IR,2)
428      RT(IV,2)=RT(IV,2)+R(IV,2,IR)*FUZZ*FRAX(IR,2)
429      3900 CONTINUE
430      4000 CONTINUE
431      C
432      C      FILL GLOBAL ARRAY FOR COPS--DIRECT & INDIRECT FIRE
433      C
434      DO 3760 IS=1,2
435      DO 3750 IW=1,NTYPS(IS)
436      IF ((IS.EQ.1).AND.BNDW(IW)) GOTO 3750
437      IF ((IS.EQ.2).AND.RNDW(IW)) GOTO 3750
438      DO 3740 IV=1,5
439      OMEGAC(IV,1,IS)=OMEGAC(IV,1,IS)+OMEGAE(IV,1,IW,IS)*
440      1 FRAX(IW,IS)
441      OMEGAC(IV,2,IS)=OMEGAC(IV,2,IS)+OMEGAF(IV,3,IW,IS)*
442      1 FRAX(IW,IS)
443      3740 CONTINUE
444      3750 CONTINUE
445      3760 CONTINUE
446      C
447      C      OUTPUT RECORDS TO MINFO
448      C
449      C      FACX=F/XND
450      C      DO 5000 IB=1,NTYPS(1)

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module
(Page 9 of 15 pages)

```

451      C      FRX=FRAX(IB,1)
452      C      FAC=FACX
453      C      FAC1=ABTOT(IB)
454      CC     IF INDIR WPN, SET GLOBAL ALLOC (BAA) & LOSS (BAL)
455      C      IF (IB.GT.LIMD) THEN
456      C          FAC1=1.0
457      C          BALX=BAL(IB-LIMD)
458      C          IF (BALX.LE.0.5) BALX=1.0
459      C          FAC=BAA(IB-LIMD)*F/BALX
460      C      ENDIF
461      C      IF (FAC1.LE.0.01) GOTO 5000
462      C      FAC=FAC*FRX/DIVS(1)
463      CC     UNMOD BLUE SCORES FOR WPN
464      C      CALL FILL(1,IB,USCOR,1,B,FAC)
465      C      CALL OUTREC(10,IB,B(1,1,IB),FAC)
466      CC     UNMOD BLUE CIP FOR WPN
467      C      FAC2=F/FAC1
468      C      IF (IR.GT.LIMD) FAC2=F/BALX
469      C      FAC2=FAC2*FRX
470      C      CALL FILL(1,IB,UCIP,1,B,FAC2)
471      C      CALL OUTREC(30,IB,B(1,1,IB),FAC2)
472      CC     MOD BLUE SCORES FOR WPN
473      C      CALL FILL(1,IB,MSCOR,2,B,FAC)
474      C      CALL OUTREC(50,IB,B(1,2,IB),FAC)
475      CC     MOD BLUE CIP FOR WPN
476      C      CALL FILL(1,IB,MCIP,2,B,FAC2)
477      C      CALL OUTREC(70,IB,B(1,2,IB),FAC2)
478      C 5000 CONTINUE
479      C      DO 5100 IR=1,NTYPS(2)
480      C          FRX=FRAX(IR,2)
481      C          FAC=FACX
482      C          FAC1=ARTOT(IR)
483      CC     IF INDIR WPN, SET GLOBAL ALLOC (PAA) & LOSS (RAL)
484      C      IF (IR.GT.LIMD) THEN
485      C          FAC1=1.0
486      C          RALX=RAL(IR-LIMD)
487      C          IF (RALX.LE.0.5) RALX=1.0
488      C          FAC=RAA(IR-LIMD)*F/RALX
489      C      ENDIF
490      C      IF (FAC1.LE.0.01) GOTO 5100
491      C      FAC=FAC*FRX/DIVS(2)
492      CC     UNMOD RED SCORES FOR WPN
493      C      CALL FILL(2,IR,USCOR,1,R,FAC)
494      C      CALL OUTREC(20,IR,R(1,1,IR),FAC)
495      CC     UNMOD RED CIP FOR WPN
496      C      FAC2=F/FAC1
497      C      IF (IR.GT.LIMD) FAC2=F/RALX
498      C      FAC2=FAC2*FRX
499      C      CALL FILL(2,IR,UCIP,1,R,FAC2)
500      C      CALL OUTREC(40,IR,R(1,1,IR),FAC2)

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module (Page 10 of 15 pages)

```

5001 CC      MOD RED SCORES FOR WPN
5002 C      CALL FILL(2,IR,MSCOR,2,R,FAC)
5003 C      CALL OUTREC(60,IR,R(1,2,IR),FAC)
5004 CC      MOD RED CIP FOR WPN
5005 C      CALL FILL(2,IR,MCIP,2,R,FAC2)
5006 C      CALL OUTREC(80,IR,R(1,2,IR),FAC2)
5007 C 5100   CONTINUE
5008 C      FACB=FACX/DIVS(1)
5009 CC      UNMOD BLUE COP
5010 C      CALL OUTREC(11,0,BT(1,1),FACB)
5011 CC      MOD BLUE COP
5012 C      CALL OUTREC(51,0,BT(1,2),FACB)
5013 C      FACR=FACX/DIVS(2)
5014 CC      UNMOD RED COP
5015 C      CALL OUTREC(21,0,RT(1,1),FACR)
5016 CC      MOD RED COP
5017 C      CALL OUTREC(61,0,RT(1,2),FACR)
5018 C
5019 C      OUTPUT GLOBAL SCORES,CIPS, & COPS
5020 C      1. SCORES & CIPS
5021 DO 5190 IS=1,2
5022 DO 5180 IW=1,NTYPS(IS)
5023 DO 5170 IREC=1,4
5024 CALL OUTGLO(ISNO(IREC,IS),IW,OMEGAE(1,IREC,IW,IS),FRAX(IW,IS))
5025 5170 CONTINUE
5026 5180 CONTINUE
5027 5190 CONTINUE
5028 C      2. COPS
5029 C      A. BLUE UCOP
5030 CALL OUTGLO(11,0,OMEGAC(1,1,1),1.0)
5031 C      B. BLUE MCOP
5032 CALL OUTGLO(51,0,OMEGAC(1,2,1),1.0)
5033 C      C. RED UCOP
5034 CALL OUTGLO(21,0,OMEGAC(1,1,2),1.0)
5035 C      D. RED MCOP
5036 CALL OUTGLO(61,0,OMEGAC(1,2,2),1.0)
5037 C
5038 C      OUTPUT RAW KILLS & LOSSES
5039 C
5040 DO 5900 IS=1,2
5041 DD=DIVS(IS)
5042 DO 5800 IW=1,LIMD
5043 IF(START(IW,IS).LE.0.01) GOTO 5900
5044 GZLOS=ZLOSS(IW,IS)
5045 IF(GZLOS.LE.0.01) GZLOS=1.0
5046 GZ=(GZLOS*DD)/(FRACLF*START(IW,IS))
5047 CALL OUTRAW(IS,IW,OMEGAE(1,1,IW,IS),GZ,ZLOSS(IW,IS))
5048 5800 CONTINUE
5049 DO 5900 IW=LIMD+1,NTYPS(IS)
5050 IF((IS.EQ.1).AND.(BAA(IW-LIMD).LE.0.01)) GOTO 5900

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module (Page 11 of 15 pages)

```

551      IF((IS.EQ.2).AND.(RAA(IW-LIMD).LE.0.01)) GOTO 5900
552      IF(IS.EQ.1) THEN
553          GZLOS=BAL(IW-LIMD)
554      ELSE
555          GZLOS=RAL(IW-LIMD)
556      ENDIF
557      GZ=DD/FRACLF
558      CALL OUTRAW(IS,IW,OMEGAE(1,1,IW,IS),GZ,GZLOS)
559      5900 CONTINUE
560      6000 CONTINUE
561  C
562  C
563  C      DO 5200 IC=1,ICIPTP
564  C          UCOP(1,IC)=BT(IC,1)*FACB
565  C          UCOP(2,IC)=RT(IC,1)*FACR
566  C 5200 CONTINUE
567  C      DO 5300 IC=1,ICIPTP
568  C          MCOP(1,IC)=BT(IC,2)*FACB
569  C          MCOP(2,IC)=RT(IC,2)*FACR
570  C 5300 CONTINUE
571  C      SIZES(1)=M
572  C      SIZES(2)=N
573  C      IOPTRB=1
574  C      IOPTRB=IOPTRB+PREF4*ICIPTP
575  C      WRITE(IU11,IOPTRB,10000,ERR=20000)
576  C      &      (((UCIP(I,J,K),K=1,ICIPTP),J=1,SIZES(1)),I=1,2)
577  C 10000 FORMAT(500F10.3)
578  C      IOPTRB=2
579  C      IOPTRB=IOPTRB+PREF4*ICIPTP
580  C      WRITE(IU11,IOPTRB,10000,ERR=20000)
581  C      &      (((USCOR(I,J,K),K=1,ICIPTP),J=1,SIZES(1)),I=1,2)
582  C      IOPTRB=4
583  C      IOPTRB=IOPTRB+PREF4*ICIPTP
584  C      WRITE(IU11,IOPTRB,10000,ERR=20000)
585  C      &      ((UCOP(I,K),K=1,ICIPTP),I=1,2)
586  C      GOTO 20200
587  C 20000 CONTINUE
588  C      WRITE(6,20100)IOPTRB
589  C 20100 FORMAT(1X,30(1H*),5X,'UNMODIFIED 4-VECTOR WRITE ERROR'
590  C      &      ,1X,' IOPTRE= ',I1,5X,30(1H*))
591  C      STOP
592  C 20200 CONTINUE
593  C      IOPTRC=1
594  C      IOPTRC=IOPTRC+PREF4*ICIPTP
595  C      WRITE(IU12,IOPTRC,10000,ERR=30000)
596  C      &      (((MCIP(I,J,K),K=1,ICIPTP),J=1,SIZES(1)),I=1,2)
597  C      IOPTRC=2
598  C      IOPTRC=IOPTRC+PREF4*ICIPTP
599  C      WRITE(IU12,IOPTRC,10000,ERR=30000)
600  C      &      (((MSCOR(I,J,K),K=1,ICIPTP),J=1,SIZES(1)),I=1,2)

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module (Page 12 of 15 pages)


```

601 C      IOPTRC=4
602 C      IOPTRC=IOPTRC+PREF4*ICITP
603 C      WRITE(IU12,IOPTRC,10000,ERR=30000)
604 C      & ((MCOP(I,K),K=1,ICITP),I=1,2)
605 C      GOTO 30200
606 C30000 CONTINUE
607 C      WRITE(6,30100)IOPTRC
608 C30100 FORMAT(1X,30(1H*),5X,"MODIFIED 4-VECTOR WRITE ERROR"
609 C      & ,1X,"IOPTRC=",I1,5X,30(1H*))
610 C      STOP
611 C30200 CONTINUE
612 C      RETURN
613 C      DEBUG SUBCHK,INIT,SUBTRACE
614 C      AT 2
615 C      TRACE ON
616 C      END
617 C
618 C
619 C      SUBROUTINE OUTREC(ISCNT,IDW,R,FACTOR)
620 CC
621 C      DIMENSION R(5),S(5)
622 C      CHARACTER*3 KTHTR
623 C      COMMON/AWRK/IWRK,IDUM,JTHTR,JTPD,JVIS,JPOS,JDAY
624 C      COMMON/GLOBAL/IBFOR,IRFOR,JCASE
625 C      COMMON/CHAR/KTHTR
626 CC
627 C      DO 50 I=1,5
628 C      S(I)=R(I)*FACTOR
629 C      50 CONTINUE
630 C      DO 100 I=1,5
631 C      IF(S(I).GT.0.0) GOTO 200
632 C      100 CONTINUE
633 C      RETURN
634 CC
635 C      200 WRITE(IWRK,1)ISCNT,KTHTR,JTPD,JVIS,JPOS,JDAY,IDW,
636 C      1 S(1),S(2),S(3),S(4),S(5),IBFOR,IRFOR,JCASE
637 C      RETURN
638 CC
639 C      1 FORMAT(I5,A3,I4,3I3,I5,5F10.3,2I6,I5)
640 C      END
641 CC
642 C      SUBROUTINE FILL(I,J,A,K,B,FAC)
643 C      DIMENSION A(2,60,4),B(5,2,60)
644 CC
645 CC      I = SIDE ID
646 CC      J = WEAPON ID
647 CC      A = ARRAY TO BE FILLED
648 CC      K = 1 IF UNMODIFIED AND 2 IF MODIFIED
649 CC      B = ARRAY CONTAINING NUMBER
650 CC      FAC = MULTIPLICATION FACTOR

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module
(Page 13 of 15 pages)

```

651      CC
652      C      DO 100 IC=1,4
653      C      A(I,J,IC)=B(IC,K,J)*FAC
654      C100    CONTINUE
655      C      RETURN
656      C      END
657      C
658      SUBROUTINE ZERO(X,N)
659      DIMENSION X(N)
660      DO 100 I=1,N
661      X(I)=0.0
662      100 CONTINUE
663      RETURN
664      END
665      C
666      SUBROUTINE OUTGLO(ISCNT,IDW,R,FRX)
667      DIMENSION R(5),S(5)
668      CHARACTER*3 KTHTR
669      COMMON/AWRK/IWRK,IDUM,JTHTR,JTPD,JVIS,JPOS,JDAY
670      COMMON/GLOBAL/IBFOR,IRFOR,JCASE
671      COMMON/CHAR/KTHTR
672      C
673      DO 50 I=1,5
674      IF(R(I).GT.C.0) GOTO 100
675      50 CONTINUE
676      RETURN
677      C
678      100 DO 200 I=1,5
679      S(I)=FRX*R(I)
680      200 CONTINUE
681      C
682      WRITE(20,1) ISCNT,KTHTR,JTPD,JVIS,JPOS,JDAY,IDW,
683      1 S(1),S(2),S(3),S(4),S(5),IBFOR,IRFOR,JCASE
684      RETURN
685      C
686      1 FORMAT(I5,A3,I4,3I3,I5,5F10.3,2I6,I5)
687      END
688      C
689      SUBROUTINE GETCAT
690      COMMON/CATVAL/CVALS(5,60,2)
691      C
692      CALL ZERO(CVALS,600)
693      C
694      100 READ(5,1,END=1000) ISIDE,IDW,(CVALS(J,IDW,ISIDE),J=
695      1 1,5)
696      GOTO 100
697      1 FORMAT(2I3,5F7.3)
698      C
699      1000 RETURN
700      C

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module (Page 14 of 15 pages)

```

701      END
702      C
703      SUBROUTINE OUTRAW(IS,IW,R,GZ,GZLOS)
704      DIMENSION R(5),S(5)
705      C
706      DO 100 I=1,5
707      S(I)=R(I)*GZ
708      100 CONTINUE
709      C
710      WRITE(6,1) IS,IW,(S(I),I=1,5),GZLOS
711      RETURN
712      C
713      1 FORMAT(' SIDE=',I2,' IDWPN=',I3,' KILLS=',5F10.3,
714      1 ' LOSSES=',F10.3)
715      C
716      END
717      C
718      SUBROUTINE GETFRX
719      COMMON/FRACTS/FRAX(60,2)
720      C
721      CALL ZERO(FRAX,120)
722      C
723      100 READ(5,1,END=1000) IW,FRAX(IW,1),FRAX(IW,2)
724      GOTO 100
725      1 FORMAT()
726      C
727      1000 RETURN
728      C
729      END
730      C
731      SUBROUTINE OUTPAR
732      COMMON/ALRK/IWRK,ISCNT,JTHTR,JTPD,JVIS,JPOS,JDAY
733      COMMON/GLOBAL/IBFOR,IRFOR,JCASE
734      COMMON/CHAR/KTHTR
735      CHARACTER*3 KTHTR
736      READ(5,1) ICOMBO,JTPD,KTHTR,JVIS,JDAY,JPOS,IBFOR,IRFOR
737      RETURN
738      1 FORMAT(2I3,A3,3I3,2I6)
739      C
740      END

```

Figure F-9. Source Listing of the Main Subprogram (TARTY in Element GGGTARTY) and Several Subroutines of the CBT/CS/CSS Merge Module
(Page 15 of 15 pages)

(e) **BNDW(60)**. The logical array BNDW() identifies Blue weapons as nondivisional assets as appropriate. The array is initialized to .FALSE. throughout. Then, depending on input to array BNDX() described in (4) immediately above, elements of BNDW() are reset to .TRUE. for those Blue weapons earmarked as nondivisional. Array RNDW() is the Red counterpart of Blue array BNDW(). An array element BNDW(I) is indexed I=1 to 60 for the 60 Blue weapons types.

(f) **RNDX(60)**. The array RNDX() receives and stores the weapon indices of any Red weapons which are nondivisional. If there are only N nondivisional Red weapon types, then only the first N elements of RNDX() are filled. For example, during AFP system development, only Red weapon type 41 was nondivisional. Hence, N=1, and RNDX(1)=41. As a result of entries in RNDX(), the program sets the corresponding logical value in the separate array RNDW() to .TRUE. for nondivisional weapons. Array BNDX() is the Blue counterpart of Red array RNDX().

(g) **RNDW(60)**. The logical array RNDW() identifies Red weapons as nondivisional assets as appropriate. The array is initialized to .FALSE. throughout. Then, depending on input to array RNDX() described in (6) immediately above, corresponding elements of RNDW() are reset to .TRUE. for those Red weapons earmarked as nondivisional. Array BNDW() is the Blue counterpart of Red array RNDW(). An array element RNDW(I) is indexed I=1 to 60 for the 60 Red weapon types.

(h) **CVALS(5,60,2)**. The array CVALS() receives and stores target values described in paragraph F-2.b(1). An array element CVALS(I,J,K) is indexed;

1. I=1 to 5 for the corresponding weapon type's target value in terms of: personnel, light armored vehicle, heavy armored vehicle, aircraft, or anything else.

2. J=1 to 2 for the two sides: Blue=1, Red=2.

3. K=1 to 2 for the two sides: Blue=1, Red=2.

(i) **FRAX(60,2)**. The array FRAX() receives and stores lifetime adjustment factors described in paragraph F-2.b(2). An array element FRAX(I,J) is indexed--

1. I=1 to 60 for the 60 weapon types on the corresponding side.

2. J=1 to 2 for the two sides: Blue=1, Red=2.

(j) **DIVS(2)**. The array DIVS() receives and stores the number of divisions involved on each side. The array element DIVS(I) is indexed I = 1 to 2 for sides: Blue=1, Red=2.

(k) **ISNO(4,2)**. The array ISNO() stores the record type identifiers that must appear in program output files to assure correct interpretation of output in terms of unmodulated and modulated scores and CIPs. An array element ISNO(I,J) is indexed;

1. I=1 to 4 for: unmodulated score, unmodulated CIP, modulated score, modulated CIP.

2. J=1 to 2 for side: Blue=1, Red=2.

(2) The contents of some small scratch arrays are frequently changed completely during program execution.

(a) **BCAS(4)**. The array BCAS() specifies how many losses are to be charged to each target category for a loss of one of the Blue weapon type currently under examination. Every time program control shifts to a different Blue weapon type, array BCAS() is filled with the values corresponding to the current Blue weapon type. Typically, no more than two elements of BCAS() are nonzero for any one weapon type. Array RCAS() is the Red counterpart of Blue array BCAS(). An element BCAS(I) is indexed I= 1 to 4: personnel lost, light armored vehicles lost, heavy armored vehicles lost, aircraft lost.

(b) **RCAS(4)**. The array RCAS() specifies how many losses are charged to each target category for a loss of one of the Red weapon types currently under examination. Every time program control shifts to a different Red weapon type, array RCAS() is filled with the values corresponding to the current Red weapon type. Typically, no more than two elements of RCAS() are nonzero for any one weapon type. Array BCAS() is the Blue counterpart of Red array RCAS(). An element RCAS(I) is indexed I =1 to 4: personnel lost, light armored vehicles lost, heavy armored vehicles lost, aircraft lost.

(c) **ALOSS(14,2,2)**. The array ALOSS() collects in one place critical information about engagements between a specific Blue weapon type and a specific Red weapon type. Whenever program control shifts to consideration of a different Blue/Red weapon matchup, array ALOSS() is completely refilled with the corresponding results from the Combat Module. Combat Module results related to both direct fire and indirect fire and entered. An array element ALOSS(I,J,K) is indexed;

1. I=1 to 14 for the type of Combat Module result (some "result" may be a throughput of Combat Module input).

- I=1. The number of weapons of the current type allocated to the current type-on-type engagement.
- I=2. The number of weapons of the current type participating in the current type-on-type engagement.

- **I=3.** The number of weapons of the current type lost to direct fire by the opposing type.
- **I=4.** The number of weapons of the current type regarded as lost to external causes. Although this value continues to be extracted from Combat Module information, the estimate of external losses applied within the CBT/CS/CSS Merge Module is computed differently.
- **I=5 to 14.** The number of weapons of the current type lost opposing indirect fire weapons of indirect fire weapon type I-4 or general weapon type $W = LIMD + I-4$, where $LIMD = 50$, the number of direct fire weapon types.

2. J=1 to 2 for side: Blue=1, Red=2.

3. K=1 to 2 for day. All applications of the AFP System to date have been confined to consideration of 2-days of Combat Module activity. A change to some other number of days, ND, implies that array $ALOSS()$ be redimensioned to $ALOSS(14,2,ND)$.

(3) The principal working arrays for accumulating results may be updated frequently during execution as program control loops over Blue weapon types, Red weapon types, and days.

(a) **B(5,2,60).** The losses inflicted by Blue weapon types are accumulated in B() in accordance with the LER method of projecting losses. Array R() is the Red counterpart of Blue array B(). An array element $B(I,J,K)$ is indexed:

1. I=1 to 5 for the components of the five-valued form of losses inflicted: personnel, light armored vehicles, heavy armored vehicles, aircraft, and the weighted (in accord with target values) rolled-up scalar.

2. J=1 to 2 for the unmodulated and modulated losses inflicted. AFP terms, the losses are closely related to scores. That is, the losses are those achieved by all weapons of the given type. At this stage, it is not necessary to accumulate CIPs. The calculation of CIPs can occur much later simply by division of the scores by the numbers of weapons subject to adjustment for lifetime factors. In other words, it is not necessary for the index J to vary from 1 to 4.

3. K=1 to 60 for the 60 different Blue weapon types permitted.

(b) **R(5,2,60).** The losses inflicted by Red weapon types are accumulated in R() in accord with the LER method of projecting losses. Array B() is the Blue counterpart of Red array R(). An array element $R(I,J,K)$ is indexed similarly to the scheme described for B() in F-5.c.(3)(a) above with the obvious difference that the K index for R() references a Red weapon type.

(c) **BT(5,2).** The array BT() serves as a Blue accumulator array for losses inflicted by Blue weapons over all Blue weapon types in the determination of Blue COPs in accord with the LER method of projecting losses. BT(I,J) may be considered as the result of summing B(I,J,K) with respect to all 60 values of index K. Array RT() is the Red counterpart of Blue array BT(). The array element BT(I,J) is indexed in accord with the scheme described for the I and J indices under (a) above.

(d) **RT(5,2).** The array RT() serves as a Red accumulator array for losses inflicted by Red weapons over all Red weapon types in the determination of Red COPs in accord with the LER method of projecting losses. RT(I,J) may be considered as the result of summing R(I,J,K) with respect to all 60 of the values of index K. Array BT() is the Blue counterpart of array RT(). The array element RT(I,J) is indexed in accord with the scheme described for the I and J indices under (a) above.

(e) **BAL(10).** The array BAL() serves as a Blue accumulator array for losses suffered by Blue mortar and artillery weapon types. In the current standard version of the AFP System, both Blue and Red inventories may include 10 types of indirect firers as weapon types 51-60. The first 50 weapon types on each side are considered direct fire weapons only; this program limit is represented by the constant LIMD = 50. Hence, the Ith indirect fire weapon type is the (LIMD + Ith) weapon type within the full weapon sequence of types 1-60. Array RAL() is the Red counterpart of Blue array BAL().

(f) **RAL(10).** The array RAL() serves as a Red accumulator array for losses suffered by Red mortar and artillery weapon types. Array RAL() is the Red counterpart of Blue array BAL(), and the remarks about BAL in F-5.c.(3)(e) immediately above with respect to the relation of weapon type indexing apply to RAL() as well.

(g) **ABTOT(60).** The array ABTOT() serves as an accumulator of Blue weapon allocations by type over all days. Array ARTOT() is the Red counterpart of Blue array ABTOT(). An element of array ABTOT(I) is indexed I=1 to 60 for the 60 different Blue weapon types.

(h) **ARTOT(60).** The array ARTOT() serves as an accumulator of Red weapon allocations by type over all days. Array ABTOT() is the Blue counterpart of Red array ARTOT(). An element of array ARTOT(I) is indexed I=1 to 60 for the 60 different Red weapon types.

(i) **START(60,2).** The array START() serves as an accumulator of Blue and Red weapon allocations by type only for the first day represented within the AFP Combat Module. The information accumulated within START() is used in accord with the GER method of estimating partial combat potentials. An array element START(I,J) is indexed:

1. I=1 to 60 for the 60 weapon types on the corresponding side.
2. J=1 to 2 for side: Blue=1, Red=2.

(j) **OMEGAE(5,4,60,2).** The array OMEGAE() accumulates information on losses inflicted with later modification by the losses suffered as accumulated in another array, ZLOSS(). The array OMEGAE() is the principal array used in the develop of scores and CIPs in accord with the GER method of estimating partial combat potentials. An array element OMEGAE(I,J,K,L) is indexed;

1. I=1 to 5 for the five components of five-valued potentials: personnel, light armored vehicles, heavy armored vehicles, aircraft, and weighted (in accord with CVALS() target values) scalar.

2. J=1 to 4 for: unmodulated score, unmodulated CIP, modulated score, modulated CIP. All these are partial in the sense of relating to only one combat environment.

3. K=1 to 60 for the 60 weapon types on the corresponding side.

4. L=1 to 2 for side: Blue=1, Red=2.

(k) **OMEGAC(5,2,2).** The array OMEGAC accumulates information in the determination of COPs in accord with the GER method of estimating partial combat potentials. An array element OMEGAC(I,J,K) is indexed:

1. I=1 to 5 for the five components of five-valued potentials: personnel, light armored vehicles, heavy armored vehicles, aircraft, and weighted (in accord with CVALS() target values) scalar.

2. J=1 to 2 for: unmodulated COP, modulated COP.

3. K=1 to 2 for side: Blue=1, Red=2.

(l) **ZLOSS(60,2).** The array ZLOSS() accumulates the losses suffered to both direct and indirect fire for use in the determination of partial combat potentials in accord with the GER method. An array element ZLOSS(I,J) is indexed;

1. I=1 to 60 for the 60 weapon types suffering losses on a corresponding side.

2. J=1 to 2 for the side suffering the loss: Blue=1, Red=2.

(4) Several arrays were defined for use in a currently abandoned method for rolling up partial combat potentials over the 16 combat environments. Although the arrays are retained and updated within the current version of the program, the arrays need not be mentioned here beyond their identification:

(a) USCOR(2,60,4).

(b) MSCOR(2,60,4).

(c) UCIP(2,60,4).

(d) MCIP(2,60,4).

(e) UCOP(2,4).

(f) MCOP(2,4).

d. The GGGTARTY source listing in Figure F-9 includes some intralinear comments. The following paragraphs provide some additional commentary.

(1) Lines 17 through 75 provide the needed declarative statements, many to establish the arrays described above. Some scalar character and logical variables are also declared. Many lines begin with "C." Some such lines are ordinary comments, but many others contain deactivated code.

(2) Lines 77 through 84 initialize a number of arrays and variables with values and identifiers needed throughout processing.

(3) Line 90 begins the executable statements. Line 90 calls sub-program OUTPAR to read the values of several indices and parameters to be included in the module's output records of partial combat potentials. Lines 91 through 103 initialize several variables. TVALON controls whether target values are to be included in the output partial combat potentials' first four elements and whether other weapons (e.g., small arms and SAMs) are to be counted (at their target values) with personnel.

(4) Lines 104 through 106 zero some of the accumulator arrays.

(5) Line 110 reads several case and combat environment identifiers against which records in the CS/CSS moduli file will later be checked. It is essential that the values read at this point from the runstream be identical to the values that appear in the CS/CSS file. However, in current AFP practice, some values used have no particular significance. As noted elsewhere, most AFP data control, relative to division type or period and to combat environment, is provided at the higher level of file name conventions.

(6) Line 113, largely for reference, computes the combat environment index (1-16) from the visibility (clear, degraded), day (daytime, nighttime), and posture (defense intense, defense light, delay, attack) indices just read. If the actual indices are included in both the runstream and the CS/CSS moduli file, the following logic will apply a meaningful, precise test.

(7) Lines 119 and 120 read a single record from the CS/CSS moduli file. An end-of-file transfers control to just beyond the CS/CSS moduli input sequence.

(8) Lines 122 through 130 apply the test to indices within a record from the CS/CSS moduli file, and, provided that the record satisfies the test, store the moduli with the corresponding pair of elements within array CSCSS().

(9) Line 134 reads and stores the numbers of Blue and Red divisions given in the runstream. The numbers should be equal to the numbers of divisions implied by the weapon inventories as they were input to the Combat Module. Recall that the Combat Module "knows" inventory quantities but never "knows" that those quantities are equivalent to NBDIV and NRDIV Blue and Red divisions, respectively. The CBT/CS/CSS Merge Module needs the numbers of divisions so that later it can normalize total achievements to the partial potentials "per division's worth."

(10) Lines 138 and 140 read the identifying numbers of the nondivisional weapon types within the Blue and Red inventories.

(11) Lines 142 through 151 zero a number of working and accumulator arrays.

(12) Lines 153 through 158 use the previously read identifiers of nondivisional weapon types to set the corresponding nondivisional program flags to .TRUE. within arrays BNDW() and RNDW().

(13) Line 161 calls subroutine GETCAT to reads weapon target values into the common array CVALS().

(14) Line 165 calls subroutine GETFRX to read fractional lifetime factors in common array FRAX().

(15) Line 168 calls subroutine GETART to obtain the starting strengths of Blue and Red mortar and artillery weapons.

(a) Argument BAA is the address of array BAA() where Blue starting strengths are to be stored for later reference.

(b) Argument RAA is the address of array RAA() where Red starting strengths are to be stored for later reference.

(c) Argument LIMD is the number of direct fire weapon types in each of the Blue and Red inventories. The direct fire weapon types are always the first LIMD of all the weapon types. In all AFP work to date, there have been 50 direct fire weapon types; hence, LIMD = 50, and the 10 indirect fire weapon types have been the 51st through 60th among all weapon types.

(d) Argument M is the total number of Blue weapon types. In all work to date, M=60.

(e) Argument N is the total number of Red weapon types. In all work to date, N=60.

(16) Lines 173 through 344 define the limits of the major processing loop within GGGTARTY. All possible direct fire engagements are processed with this, the outer loop, being over all the Blue weapon types = NTYPS(1) = 60. (The next inner loop is over all the Red weapon types. And within that loop is yet another loop over Combat Module days.)

(17) Line 175 sets the scratch variable EXB to the external loss factor appropriate to Blue weapon type IB by means of a function reference to EXTLOS.

(a) Argument "1" identifies the side as Blue.

(b) Argument IB is the index of the current Blue weapon type.

(18) Lines 177 and 343 define the outer limits of the program loop over all Red weapon types = NTYPS(2) = 60. Because this loop lies inside the Blue weapon type loop, all Red weapon types are checked for each Blue weapon type. At this stage, both Blue and Red weapon type indices are defined. Hence, the program now must examine the type-on-type engagements between Blue IB and Red IR weapons.

(19) Line 179 calls subroutine GETCA to fill scratch array BCAS() with how many losses are to be charged to each target category for a loss of one of Blue weapon type IB.

(a) Argument "2" is the target side, Blue.

(b) Argument IR is the index of the Red shooting weapon type.

(c) Argument IB is the index of the current Blue target weapon type.

(d) Argument BCAS is the address of the scratch array to be filled.

(20) Line 181 calls subroutine GETCA to fill scratch array RCAS() with how many losses are to be charged to each target category for a loss of one of Red weapon type IR.

(a) Argument "1" is the target side, Red.

(b) Argument IB is the index of the Blue shooting weapon type.

(c) Argument IR is the index of the current Red target weapon type.

(d) Argument RCAS is the address of the scratch array to be filled.

(21) Line 183 sets the scratch variable EXR to the external loss factor appropriate to Red weapon type IR by means of a function reference to EXTLOS.

(a) Argument "2" identifies the side as Red.

(b) Argument IR is the index of the current Red weapon type.

(22) Line 185 calls subroutine GETLOS to fill the scratch array ALOSS() with Combat Module results for the engagements between Blue weapon type IB and Red weapon type IR.

(a) Argument IB is the Blue weapon type.

(b) Argument IR is the Red weapon type.

(c) Argument ALOSS is the address of the scratch array.

(d) Argument IDIM (always 14 in current AFP work) is the number of pieces of data to be returned for each weapon type for each Combat Module day.

(e) Argument ND (always 2 in current AFP work) is the number of Combat Module days for which data are to be returned.

(23) Lines 187 and 188 put the corresponding CS/CSS moduli into scratch variables BMOD and RMOD.

(24) Lines 190 through 195 zero some scratch variables before entering the day loop.

(25) Lines 196 through 292 define the limits of a loop over the number of days represented in the Combat Module. In all work to date ND = 2.

(26) Lines 198 through 205 put some of the data from scratch array ALOSS() into scratch variables with names intended to have some mnemonic value.

(a) AB and AR are the numbers of Blue and Red weapons allocated to the type IB on type IR engagement at the beginning of Day-ID.

(b) PB and PR are the numbers of Blue and Red weapons participating in the type IB on type IR engagement at the beginning of Day-ID.

(c) DB and DR are the numbers of losses suffered on Day-ID by types IB and IR to direct fire by IR and IB types, respectively. DB and DR must be the raw losses as determined by the Combat Module. Note that, in general, those losses may be the result of duels at as many as six ranges in each of four (the current standard) conflicts on Day-ID.

(27) Lines 207 and 208 set scratch variables EB and ER to the external losses to weapon types IB and IR on Day-ID. If EXB and EXR are 0.0, then there are no external losses.

(28) Lines 210 and 211 zero scratch variables BI and RI before a loop over indirect fire weapon types.

(29) Lines 212 and 248 define the outer limits of a loop involving indirect fire weapons. The loop has two major purposes. The simpler purpose is to total the losses suffered on Day-ID by weapon types IB and IR to indirect fire weapons firing on the type IB on type IR direct fire engagement. The somewhat more involved purpose is to credit the indirect fire weapons with their kills of weapon types IB and IR. Toward this purpose, accumulator arrays must be updated. Some of the updates require application of CS/CSS moduli. Note that the loop index in line 212 is defined over a subset of indexed references to array ALOSS().

(a) Line 213 sets the scratch variable LX to the general weapon index of the corresponding indirect fire weapon types. Both Blue and Red indirect fire weapons of the same index are processed concurrently.

(b) Lines 214 and 215 set scratch variables XB and XR to the losses suffered on Day-ID to Red and Blue indirect firers of type LX from the corresponding elements of ALOSS(). If both XB and XR are less than 1.0, line 216 jumps to the end of the indirect fire loop.

(c) Lines 217 and 218 update the scratch summation variables BI and RI by adding the losses on Day-ID inflicted by the currently considered indirect fire weapon types LX. When the indirect fire loop is finally exited, BI and RI will contain the total losses inflicted by indirect fire on weapon types IB and IR on Day-ID during the direct fire engagement between types IB and IR.

(d) Lines 219 through 222 set four scratch variables to the CS/CSS moduli corresponding to the pairings of the currently considered direct and indirect fire weapons. The moduli are needed in the next steps where the kills inflicted by the indirect fire weapons must be credited to the indirect fire weapons.

(e) Lines 224 and 241 define the limits of a loop in which the kills inflicted by the indirect fire weapons will be credited to those weapons in the appropriate target categories (i.e., components of five-valued partial combat potentials--including the weighted scalar component). The loop treats both Blue and Red, unmodulated and modulated, and "local" and "global" exchange ratio methods. (For indirect fire weapons, there is no distinction between "local" and "global" exchange ratio methods.)

1. Line 225 sets scratch variable CV to the target category (personnel, light armored vehicles, heavy armored vehicles, and aircraft) weight in category IV corresponding to a kill of a Red weapon type IR. Line 226 sets CVOPT TO CV IF TVALON=.TRUE., i.e., if target values are to be included in the first four elements of potentials.

2. Line 227 sets scratch variable BU to the number of kills to be credited to Blue indirect fire weapon type LX in target category IV for XR kills of Red weapon type IR.

3. Line 228 updates the Blue accumulator array B() by adding the CVOPT-weighted unmodulated kills of Red type IR to the credit of Blue indirect fire weapon type LX in target category IV. CVOPT = 1.0 if TVALON=.FALSE.; otherwise, CVOPT = target value.

4. Line 229 updates the Blue accumulator array B() by adding in the weighted credit for kills of Red type IR to the scalar component B(5,...).

5. Line 230 sets scratch variable BM to the modulated kills of Red type IR.

6. Line 231 updates the Blue accumulator array B() by adding the modulated kills of Red type IR to the credit of blue indirect fire weapon type LX in target category IV. See (29)(e)1. and 3. above for comments about CVOPT.

7. Line 232 updates the Blue accumulator array B() by adding in the weighted credit for kills of Red type IR to the scalar component B(5,...).

8. Lines 233 through 240 apply the logic of lines 225 through 232 to give the corresponding credit to Red indirect fire weapon type LX for kills of Blue weapon type IB. Of course, for the Red weapon, the appropriate elements of Red accumulator array R() are updated.

9. Lines 242 through 247 update the Blue and Red accumulator arrays B() and R() for the indirect fire weapons of type LX in those cases where the above kills do not fall in the normal target categories: light armored vehicles, heavy armored vehicles, or aircraft. Elements of the form CVALS(5,...) represent the target category weights or values for targets which do not fall into the normal target categories--e.g., dismounted machineguns. The loop parameters were set in accord with TVALON in lines 93 through 98. If TVALON=.TRUE., the elements of the form (CVALS(5,...) also affect the first elements (originally personnel only) of combat potential.

(30) At this point, attention shifts from the indirect fire updates back to updating for the direct fire weapons of types IB and IR involved in the direct fire engagement. One possibly confusing aspect of the Combat Module and the treatment of its results here is when mortars and artillery engage one another in counterbattery duels. Those counterbattery actions are considered direct fire engagements. But just as for any other direct fire engagements, some indirect fire falls on the dueling weapons. Recall that part of the input to the Combat Module splits the total inventories of mortars and artillery between indirect and direct (counterbattery) roles. Hence, while the fraction of mortars and artillery devoted to counterbattery roles may be firing at one another, the fraction of the same type weapons devoted to indirect fire may be firing on the counterbattery duels.

(31) Lines 250 and 251 reset scratch variables AB and AR, the numbers of weapons of types IB and IR allocated to the IB-on-IR direct fire duel to 1.0 for any type that is greater than LIMD--i.e., for any mortar or artillery weapon. This step is needed to assure that mortars and artillery be treated correctly in terms of global exchange ratios for both the overall local and global exchange ratio methods or estimating partial combat potentials. The two methods are named in accord with the ways in which the direct fire weapons are treated.

(32) Lines 252 and 253 update the counts of weapons allocated in arrays ABTOT() and ARTOT() for use in the local exchange ratio method.

(33) Lines 254 through 257 update the counts of weapons allocated only on the first day in array START().

(34) The following sequence through line 277 generates the Blue and Red estimates of local exchange ratio for the IB-on-IR pairing on Day-ID. The objective is to estimate a ratio in the form:

$$(\text{local exchange ratio}) = (\text{net target kills}) / (\text{total shooter losses})$$

where:

(a) The net target kills include the targets killed by the direct fire opponents (shooters) plus a pro rata share of the external losses suffered by the targets. The pro rata share of external target losses attributable to the shooter is taken to be:

$$(\text{pro rata external losses}) = \frac{(\text{total external losses}) * (\text{direct losses})}{(\text{direct losses}) + (\text{indirect losses})}$$

(b) The total shooter losses include shooter losses to both direct and indirect fire and the external losses.

(35) Lines 258 and 259 set scratch variables BTOT and RTOT to the sums of direct, external, and indirect losses suffered by weapon types IB and IR on Day-ID, but only with respect to the IB-on-IR type engagement. The losses of types IB and IR in their direct fire engagements with other type weapons are not represented here. These are the losses of types IB and IR considered as shooters.

(36) Lines 260 through 262 leave scratch variable BNET set to the number of losses of Blue type IB considered as a target of Red type IR. Line 260 first sets BNET to the direct losses suffered by Blue type IB. Line 261 sets scratch variable X to the sum of direct and indirect losses suffered by Blue type IB. If Blue type IB did indeed suffer direct or indirect losses, line 262 adds to BNET the pro rata share of external losses suffered by Blue type IB.

(37) Lines 263 through 265 apply logic similar to that described in paragraph (34) immediately above to set scratch variable RNET to the number of losses of Red type IR considered as a target of Blue type IB.

(38) Lines 266 through 270 calculate the local exchange ratio for Blue shooter type IB with Red type IR as a target. An underlying difficulty of the local exchange ratio method surfaces here. If the shooter suffers no direct, indirect, or external losses, straightforward estimation of exchange ratio would involve a division by zero. Hence, the division is performed only if Blue type IB does suffer loss. Otherwise, Blue type IB is implied to have lost one weapon. The difficulty is compounded by the numerous Combat Module engagements involving small numbers of weapons subject to stochastic detection, SSPKs, and refire times. Zero shooter losses are a frequent Combat Module result. Just such practical considerations led to addition of the GER method to the CBT/CS/CSS Merge Module. If the shooter is a mortar or artillery type, the exchange ratio is set to kills without explicit reference to losses, although the effect is as though one loss were assumed at this point.

(39) Lines 272 through 277 calculate the local exchange ratio on Day-ID for Red shooter type IR with Blue type IB as target. The logic is similar to that described in paragraph F-5.d.(36) immediately above for Blue type IB as shooter.

(40) Lines 280 and 281 update scratch variables BSUM and RSUM with Day-ID's weighted estimates of the exchange ratios. The weights are simply the numbers allocated shooters. Hence, the dimension of BSUM is really "Red kills," and the dimension of RSUM is "Blue kills." Neither variable is dimensioned as an exchange ratio after all.

(41) Lines 282 and 283 update the accumulator arrays BAL() and RAL() with the losses of types IB and IR only if the types are mortar or artillery, i.e., greater than LIMD.

(42) Lines 287 and 288 update the accumulator array ZLOSS with the direct, indirect, and external losses of types IB and IR for use in the GER method.

(43) Lines 289 and 290 update the scratch variables GBNET and GRNET with the net losses attributed to the opposing direct fire weapons for use outside the day loop in the GER method.

(44) Line 292 ends the day loop for a specific direct fire pair of weapon types IB and IR.

(45) Lines 293 through 341 update the main accumulator arrays for the direct fire pair of weapon types IB and IR based on the results of ND days of engagements between those two weapon types. Recall that kills scored by indirect fire weapons have already been credited to the indirect weapons within the above loops for some of the same accumulator arrays--but for weapon indices other than IB and IR, of course.

(46) Lines 293 and 294 set scratch variables BSCORM and RSCORM to modulated versions of the scores achieved by types IB and IR in their engagements over the preceding ND days.

(47) Lines 296 and 328 define the outer limits of a loop over the first four components of five-valued partial combat potentials.

(48) Line 297 sets scratch variable CV to the IVth component of target category value of weight for weapon type IR considered as a target. Line 298 sets CVOFT to CV 4 TVALON=.TRUE.

(49) Line 300 sets scratch variable BU to the unmodulated IVth component of the score to be credited to Blue IB in accord with the LER method.

(50) Line 301 sets scratch variable GBU to the unmodulated IVth component of the score to be credited to Blue type IB in accord with the GER method.

(51) Line 303 sets scratch variable BM to the modulated IVth component of the score to be credited to Blue type IB in accord with the LER method.

(52) Line 305 updates the LER accumulator array B() with the increment for the unmodulated IVth component of score earned by Blue type IB in its engagements with Red type IR. CVOPT is 1.0, or as a target value depending on TVALON.

(53) Line 306 updates the GER accumulator array OMEGAE() with the increment for the unmodulated IVth component of score earned by Blue type IB in its engagements with Red type IR.

(54) Lines 308 and 309 update the arrays B() and OMEGAE() for the unmodulated scalar (fifth) components of score.

(55) Lines 310 through 313 complete the updates of arrays B() and OMEGAE() for the modulated components. See comments about CVOPT in (48) and (52) above.

(56) Lines 315 through 327 update the accumulator arrays R() and OMEGAE() for the unmodulated and modulated components of score earned by Red weapon type IR against Blue weapon type IB just as lines 297 through 313, as discussed above, do for Blue weapon type IB against Red weapon type IR.

(57) Lines 330 through 340 complete the update of the scalar (and first if TVALON=.TRUE.) components of accumulator arrays B(), R(), and OMEGAE() for those Red and Blue weapon types which do not belong to the regular light armored vehicle, heavy armored vehicle, or aircraft target categories.

(58) Line 343 bounds the loop over Red weapon types IR considered as direct fire weapons in the type-on-type engagements.

(59) Line 344 bounds the loop over Blue weapon types IB considered as direct fire weapons in the type-on-type engagements.

(60) At this point, all information needed from Combat Module output for this combat environment have been accepted by the CBT/CS/CSS Merge Module. Within the GER method, it remains to divide the contents of accumulator array OMEGAE() by global losses for the corresponding weapon types and to apply fractional lifetime modifiers. It remains to sum the contents of accumulator arrays built at the weapon-type level over weapon-types to compute COP totals. As usual, indirect fire weapons require some special handling. And finally, the contents of the accumulator arrays are fed five values at a time to the output routines for final modification, if appropriate, and for output to the partial combat potentials files.

(61) Line 346 sets scratch variable F to the standard fractional lifetime (0.5) subject to later modification on a weapon-by-weapon basis in accord with the contents of the reference array FRAX().

(62) Line 347 sets scratch variable XND to the number of days represented in the Combat Module.

(63) Lines 351 through 364 bound a triply-nested loop structure that makes all but one final adjustment to unmodulated and modulated scores and CIPs of direct fire weapons in accord with the GER method. The fractional lifetime modifiers are applied later. This loop structure does divide accumulated kills by accumulated losses to provide global exchange ratios. The structure multiplies scores by starting strengths and divides scores by the numbers of divisions. To avoid division by zero, zero losses are set to 1.0, arbitrarily, of course. Looping is performed over side, weapon type, and potential component--from outer to inner loops.

(64) Lines 368 through 398 bound a triply-nested loop structure that makes all but one final adjustment to unmodulated and modulated scores and CIPs of indirect fire weapons in accord with the GER method. As above for direct fire weapons, the fractional lifetime modifiers are applied later. Because the GER method applies to artillery in all cases, the mortar and artillery parts of the OMEGAE() array can be constructed from the otherwise LER arrays B() and R() and the availability arrays BAA() and RAA(). Regardless of the losses to indirect fire weapons estimated by the Combat Module, the CBT/CS/CSS Merge Module's GER implies 1.0 losses to each indirect fire weapon type. To avoid division by zero, zero availabilities are set to 1.0. Looping is performed over side, weapon type, and potential component--from outer to inner loops.

(a) Line 370 sets scratch variable to the indirect fire weapon type, which is always the general weapon type, minus LIMD, the number of direct fire weapon types.

(b) Because Blue and Red weapon availabilities are in different arrays BAA() and RAA(), an IF--ENDIF block is applied in lines 381 through 395.

(c) Line 378 guards against subsequent division by zero.

(d) Line 379 sets scratch variable GZ to the standard fractional lifetime (0.5) divided by the weapon availability.

(e) Lines 380 and 396 define the limits of a loop over the five components of five-valued partial combat potentials.

(f) Because Blue and Red weapon kills are in different arrays B() and R(), an IF--ENDIF block is applied in lines 381 through 395.

1. Lines 382 and 389 set scratch variable ZG to the unmodulated kills component from arrays B() and R().

2. Lines 383, 384, 390, and 391 put the unmodulated partial score and CIP components in array OMEGAE().

3. Lines 385 and 392 set scratch variable ZG to the modulated kills component from arrays B() and R().

4. Lines 386, 387, 393, and 394 put the modulated partial score and CIP components in array OMEGAE().

(65) Lines 403 through 430 fill the LER partial COP arrays BT() and RT(). Adjustments for fractional lifetimes are applied as the COP arrays are filled.

(a) Lines 403 and 416 define the bounds of a doubly-nested loop structure for computation of Blue partial COPs. The outer loop is over Blue weapon types; the inner loop is over the five components of five-valued potentials.

(b) Line 405 checks whether the current weapon type is nondivisional. If so, the weapon's results are not included within Blue COP.

(c) Line 406 sets scratch variable FUZZ to 1.0.

(d) Lines 407 through 411 apply only if the Blue weapon is an indirect fire type. In the LER method, a nontrivial global exchange ratio is computed for indirect fire weapons. As usual, to avoid division by zero, zero losses are arbitrarily set to 1.0.

(e) Lines 412 through 415 loop over the five components of five-valued potentials and update the Blue partial COP accumulator array BT() with unmodulated (line 413) and modulated (line 414) increments adjusted by the fractional lifetime modifiers.

(f) Lines 417 through 430 define the bounds of a doubly nested loop structure for computation of Red partial COPs. The structure is similar to that already described for lines 386 through 399 for Blue weapons.

(66) Lines 434 through 445 define the bounds of a triply-nested loop structure for filling the accumulator array OMEGAC() with partial COPs by summation over weapon types from values contained in the weapon accumulator array OMEGAE(). Adjustments for fractional lifetimes are made during the summation. Looping is performed over side, weapon type, and potential component--from outer to inner loops.

(a) Lines 436 and 437 check for nondivisional weapon types. Values corresponding to nondivisional weapons are skipped.

(b) Lines 439 and 440 accumulate the unmodulated components of partial COPs.

(c) Lines 441 and 442 accumulate the modulated components of partial COPs.

(d) Line 445 marks the end of the GER method COP computation.

(67) Lines 449 through 536 output the score, CIP, and COP files for both LER and GER methods. An output routine is called each time an output record is to be output. The routines that output to the LER method file may apply some factor(s) before output. The routines that output to the GER method file make no further modifications prior to output. Both sets of routines do check the components of five-valued potentials. If no component is nonzero, output of a record is suppressed. That is, only weapons with nonzero partial combat potential are included in files output by the CBT/CS/CSS Merge Module.

(a) Deactivated lines 449 through 517 would output to the LER method file.

1. Line 449 sets scratch variable FACX to the standard fractional lifetime divided by the number of days represented in the Combat Module.

2. Lines 450 and 478 define the bounds of a loop over Blue weapon types.

a. Lines 451 sets scratch variable FRX to the fractional life-time factor corresponding to Blue weapon type IB.

b. Lines 452 and 453 set scratch variables FAC and FAC1 to values used in setting final adjustments, if any, to the contents of the accumulator array B() before output by the output routines. Different modifiers are applied to a single five-vector from array B() to generate a partial score and a partial CIP.

c. Lines 455 through 460 reset scratch variable FAC if the Blue weapon is an indirect fire type. The instructions apply the global losses of Blue type IB. However, if IB suffered no losses, its losses are set to 1.0.

d. Line 461 checks whether any of weapon type IB were available in the first place. If not, there is no need to compute or output anything for this weapon type.

e. Line 462 resets FAC by multiplying its former value by the fractional lifetime factor and dividing by the number of Blue divisions. FAC is now the appropriate modifier for use in generating a partial score from array B().

f. Ignore the lines which call subroutine FILL.

g. Line 465 calls subroutine OUTREC to output a five-valued unmodulated partial score for Blue weapon type IB. Argument "10" identifies the record type. Argument IB is the identifier of the Blue weapon type. Argument B(1,1,IB) is the address of the appropriate five-vector within array B(). Argument FAC is the multiplier that makes the five vector a partial score.

h. Line 467 sets scratch variable FAC2 to the tentative value needed as the multiplier of the same five-vector from B() to convert the five-vector to a partial CIP.

i. But if weapon type IB is an indirect fire weapon, line 468 resets FAC2 to mortar/artillery form.

j. Line 469 resets FAC2 by multiplying the last value by the fractional lifetime factor.

k. Line 471 calls subroutine OUTREC to output a five-valued unmodulated partial CIP for Blue weapon type IB. Argument "30" identifies the record type. Argument IB identifies the weapon type. Argument B(1,1,IB), the same as in the preceding call, is the address of the appropriate five-vector within array B(). Argument FAC2 is the multiplier that makes the five-vector a partial CIP.

l. Line 474 calls subrouting OUTREC to output a five-valued modulated partial score for Blue weapon type IB. Argument "50" identifies the record type. Argument IB identifies the weapon type. Argument B(1,2,IB) is the address of the appropriate five-vector within the array B(). Argument FAC is the multiplier that makes the referenced five-vector a partial score.

m. Line 477 calls subrouting OUTREC to output a five-valued modulated partial CIP for Blue weapon type IB. Argument "70" identifies the record type. Argument IB identifies the Blue weapon type. Argument B(1,2,IB), the same as in the preceding call, is the address of the appropriate five-vector within the array B(). Argument FAC2 is the multiplier that makes the five-vector a partial CIP.

3. Lines 479 and 507 define the bounds of a loop over Red weapon types. The logic is the same, with references to different arrays and with a different identifier, as described for the output of Blue scores and CIP by lines 433 through 461 and as described in 2. immediately above.

4. Lines 508 through 517 output the partial COPs.

a. Line 508 sets scratch variable FACB to the value appropriate as the multiplier of five-vectors in array BT() to make them partial COPs.

b. Line 510 calls subroutine OUTREC to output a five-valued unmodulated partial COP for the Blue division. Argument "11" identifies the record type. Argument "0" identifies the "weapon type" as a division. Argument BT(1,1) is the address of the appropriate five-vector within array BT(). Argument FACB is the multiplier of the five-vector.

c. Line 512 calls subroutine OUTREC to output a five-valued modulated partial COP for the Blue division. Argument "51" identifies the record type. Argument "0" identifies the "weapon type" as a division. Argument BT(1,2) is the address of the appropriate five-vector within array BT(). Argument FACB is the multiplier of the five-vector.

d. Line 513 sets scratch variable FACR to the value appropriate as the multiplier of five-vectors in array RT() to make them partial COPs.

e. Line 515 calls subroutine OUTREC to output a five-valued unmodulated partial COP for the Red division. Argument "21" identifies the record type. Argument "0" identifies the "weapon type" as a division. Argument RT(1,1) is the address of the appropriate five-vector within array RT(). Argument FACR is the multiplier of the five-vector.

f. Line 517 calls subroutine OUTREC to output a five-valued modulated partial COP for the Red division. Argument "61" identifies the record type. Argument "0" identifies the "weapon type" as a division. Argument RT(1,2) is the address of the appropriate five-vector within array R;t(). Argument FACR is the multiplier of the five-vector.

(b) Lines 521 through 536 output to the GER method file of partial scores, CIPs, and COPs.

1. Lines 521 and 527 define the bounds of a triply-nested loop structure for the output of scores and CIPs for Blue and Red weapons. The scores and CIPs without final adjustment for fractional lifetimes already

exist in accumulator array OMEGAE(). Looping is performed over side, weapon type, and record potential type (unmodulated score, unmodulated CIP, modulated score, and modulated CIP) from outer to inner loops). Line 524 calls subroutine OUTGLO to output a five-valued partial potential type.

a. Argument ISNO(I,REC,IS) is the identifier of the record type. The identifier depends on both the potential/record type (IREC) and side (IS).

b. Argument IW is the identifier of weapon type.

c. Argument OMEGAE (I,REC,IW,IS) is the address of the appropriate type of five-vector. The five-vector is indexed to its first component (1), the potential/record type (IREC), the weapon type (IW), and the side (IS).

d. Argument FRAX(IW,IS) is the fractional lifetime multiplier appropriate for weapon type IW on side IS. Multiplication of the five-vector addressed by OMEGA(1,IREC,IW,IS) by FRAX(IW,IS) yields the desired type partial potential five-vector.

2. Lines 530 through 536 output the unmodulated and modulated COPs for Blue and Red divisions. Lines 530, 532, 534, and 536 each make a call to subroutine OUTGLO. The first call outputs the Blue unmodulated partial COP. The second call outputs the modulated Blue partial COP. The third call outputs the unmodulated Red partial COP. And finally, the fourth call outputs the modulated Red partial COP.

a. The first argument of OUTGLO is the identifier of the record type.

b. The second argument of OUTGLO, here "0", is the "weapon type" identifier for a division.

c. The third argument of OUTGLO is the address of the appropriate five-vector within the partial COP accumulator array OMEGAC(). The indexing of an element OMEGAC(I,J,K) is to: I=1 for the first component of a five-vector; J=1 for unmodulated, J=2 for modulated; and K=1 for Blue, K=2 for Red.

(68) Lines 540 through 560 output a recapitulation (with some extensions) of some of the "raw" results of the Combat Module. Note that if TVALON=.TRUE., all elements of OMEGAE() are no longer "raw" inasmuch as all raw kills are then weighted by target values; also, the original "personnel" elements then include other weapons. The report is described in paragraph F-3.b. and is illustrated in Figure F-5. The report is intended to provide for quick checks of numbers before they have been modified extensively by the CBT/CS/CSS Merge process. That the report is printed late in the execution of the CBT/CS/CSS Merge Module is no cause for worry unless the module aborts beforehand. The sequence of instructions loops over side, Blue and Red, as usual. For a given side, the logic loops over direct fire

weapon types (lines 542 through 548) and then over indirect fire weapon types (lines 549 through 559). The separate loops for direct and indirect fire weapons are used because information about losses is retrieved differently for those two weapon classes. Weapon types at zero inventory levels are skipped. The information pertaining to a single weapon type is output by a call to subroutine OUTRAW. The arguments of OUTRAW are:

- (a) IS identifies the side.
- (b) IW identifies the weapon type.
- (c) OMEGAE(1,1,IW,IS) is the address of an unmodulated partial score five-vector corresponding to weapon type IW on side IS from which "raw kills" can be recovered by simple arithmetic.
- (d) GZ is the factor by which the five-vector is to be multiplied within subroutine OUTRAW to recover a five-vector of "raw kills" by the standard target categories and their weighted scalar.
- (e) ZLOSS(IW,IS) or GZLOS is the losses suffered by weapon type IW on side IS.

(69) Deactivated lines 563 through 611 may be ignored.

(70) Line 612 returns program control to the main program for termination of execution of the CBT/CS/CSS Merge Module, i.e., the real work of the module is complete at this point.

e. Several of the subroutines called by the GGGTARTY version of TARTY, the principal subprogram of the CBT/CS/CSS Merge module, described in paragraphs F-5.c. and d. above are also listed in Figure F-9, beginning at line 619. Some of the subroutines have been deactivated.

(1) **Subroutine OUTREC.** This deactivated subroutine outputs a five-valued partial potential type record in accord with the LER method. It is called four times for each weapon type--for unmodulated score, unmodulated CIP, modulated score, and modulated CIP, respectively. If all five components of a partial potential are zero, no record is output. The subroutine is called four times to output the partial COPs.

- (a) The formal arguments of subroutine OUTREC are:
 - 1. ISCNT identifies the type of record by type of potential and side.
 - 2. IDW identifies the "weapon type," currently 1 to 60 for actual weapons and "0" for a division.
 - 3. R is the address of the appropriate five-vector to be output after that vector has been multiplied by FACTOR.

4. FACTOR is the multiplier by which the given five-vector must be multiplied before output. FACTOR itself may reflect the prior result of adjusting for the fractional lifetime factor, the number of days, and the number of divisions.

(b) Lines 627 through 629 put the product of scalar FACTOR and the given five-vector in scratch vector S().

(c) Lines 630 through 632 check whether any component of the five-vector is greater than zero. If so, control goes to the output statement (line 635).

(d) Otherwise, control is transferred back to the calling subprogram (line 633) without output of a record.

(e) Lines 635 through 636 output a record. Only ISCNT, IDW, and S() are significant. The other members of the output list are identifiers not used in AFP work to date.

(2) **Subroutine FILL.** This subroutine, lines 642 through 656, may be ignored.

(3) **Subroutine ZERO.** This trivial subroutine, lines 658 through 664, is called to zero a real array. It is called several times during initialization within the main subprogram for arrays of different dimensions and lengths.

(4) **Subroutine OUTGLO.** This subroutine outputs a five-valued partial potential type record in accord with the GER method. It is called four times for each weapon type--for unmodulated score, unmodulated CIP, modulated score, and modulated CIP, respectively. If all five components of a partial potential are zero, no record is output. The subroutine is also called four times to output the partial COPs.

(a) The formal arguments of subroutine OUTGLO are:

1. ISCNT identifies the type of record by type of potential and side.

2. IDW identifies the "weapon type," currently 1 to 60 for actual weapons and "0" for a division.

3. R is the address of the appropriate five-vector to be output after that vector has been multiplied by FRX.

4. FRX is the multiplier by which the given five-vector must be multiplied before output. FRX itself is the lifetime adjustment factor in the case of weapon types. It is 1.0 in the case of COPs because the lifetime adjustment factors have to have been applied beforehand during the summing of weapon types over the entire divisions.

(b) Lines 673 through 675 check whether any component of the five-vector is greater than zero. If so, control goes to line 678 for more processing.

(c) Otherwise, control is transferred back to the calling program (line 659) without output of a record.

(d) Lines 678 through 680 put the product of scalar FRX and the given five-vector in scratch vector S().

(e) Lines 682 and 683 output a record. Only ISCNT, IDW, and S() are significant. The other members of the output list are identifiers not used in AFP work to date.

(5) **Subroutine GETCAT.** Subroutine GETCAT is called once from the principal subprogram to read and store the target category values needed for computation of the weighted scalar component of five-vector partial potentials. The values are stored in array CVALS() for later reference by the main subprogram.

(6) **Subroutine OUTRAW.** Subroutine OUTRAW is called from the main subprogram once for each weapon type with nonzero inventory. It outputs a line within the CBT/CS/CSS Merge Module report recapitulating (with some extensions) some of the "raw" output of the Combat Module. As noted above, if TVALON=.TRUE., the output values are not raw but are weighted by target values.

(a) The formal arguments of OUTRAW are:

1. IS identifies the side: Blue=1, Red=2.
2. IW identifies the weapon type.
3. R is the address of the appropriate five-vector giving an unmodulated score.
4. GZ is a multiplier to be applied to the given five-vector in order to extract the "raw" kills and weighted scalar.
5. GZLOS is the number of losses suffered by weapon type IW.

(b) Lines 706 through 708 put the product of scalar GZ and the given five-vector in scratch array S().

(c) Line 710 outputs a line of the report.

(d) Line 711 returns control to the main subprogram.

(7) **Subroutine GETFRX.** Subroutine GETFRX is called once from the principal subprogram to read and store the fractional lifetime factors needed for computation of partial combat potentials. The values are stored in array FRAX() for later reference by the main subprogram.

(8) **Subroutine OUTPAR.** Subroutine OUTPAR is called once from the principal subprogram to read and store index and parameter values as identifiers to be included with the module's output records of partial combat potentials.

f. Figure F-10 provides a listing of the MAP element for collection of the program elements of the CBT/CS/CSS Merge Module.

```

1      BMAP,E,3CGECTEST.57CCXPS
2      IN 300YVEYS.CXPS
3      IN 300YVEYS.INPUT
4      IN 300YVEYS.CFLDEF
5      IN 300YVEYS.CINIT
6      IN 3CGECTEST.GGGTARTY
7      IN 300YVEYS.GETLOS
8      IN 300YVEYS.GETCA
9      IN 300YVEYS.GETART
10     IN 300YVEYS.DIRLOS
11     IN 300YVEYS.INCLLOS
12     IN 300YVEYS.KFYCMP
13     END

```

Figure F-10. Listing of the MAP Element for Collection of the Program Elements of the CBT/CS/CSS Merge Module



APPENDIX G

THE AFP ROLLUP AND STATS MODULE

Section I. OVERVIEW

G-1. The AFP Rollup and Stats Module is designed to:

a. Accept intermediate results from the AFP CBT/CS/CSS Merge Module for an organization (division) in each of up to 16 combat environments for each of one or more random number seeds in the form of a separate file or separate element for each environment/seed combination.

b. Accept a set of 16 combat environmental weights to be applied in rolling up the intermediate results from the CBT/CS/CSS Merge Module.

c. Calculate the weighted sum of the partial combat potentials contained in the intermediate result files. The sums of weighted partial combat potentials are the final AFP estimates of combat potentials of equipment and organization (division) for both Blue and Red--friend and threat.

d. Output a new file containing the combat potentials for both sides' equipment and divisions.

e. Calculate and display some comparisons of partial combat potentials among environments. Simple (unweighted) arithmetic means are provided for each type of equipment within each of:

- (1) The four postures: RAPD, STATIC, RADE, and BAPD.
- (2) The two times of day: day and night.
- (3) The two visibility conditions: clear and degraded.

Each of (1) through (3) provides a different stratification of all the intermediate files. The simple (unweighted) means and standard deviations across all files are also provided.

f. Calculate and display the mean modulated scalar CIPs by combat environment for each weapon type. If two or more replications are rolled up, standard deviations by combat environment are also displayed.

G-2. The relation of the AFP Rollup and Stats Module to the AFP System, in general, is portrayed in Figure G-1. There the module is highlighted by being enclosed in an oval.

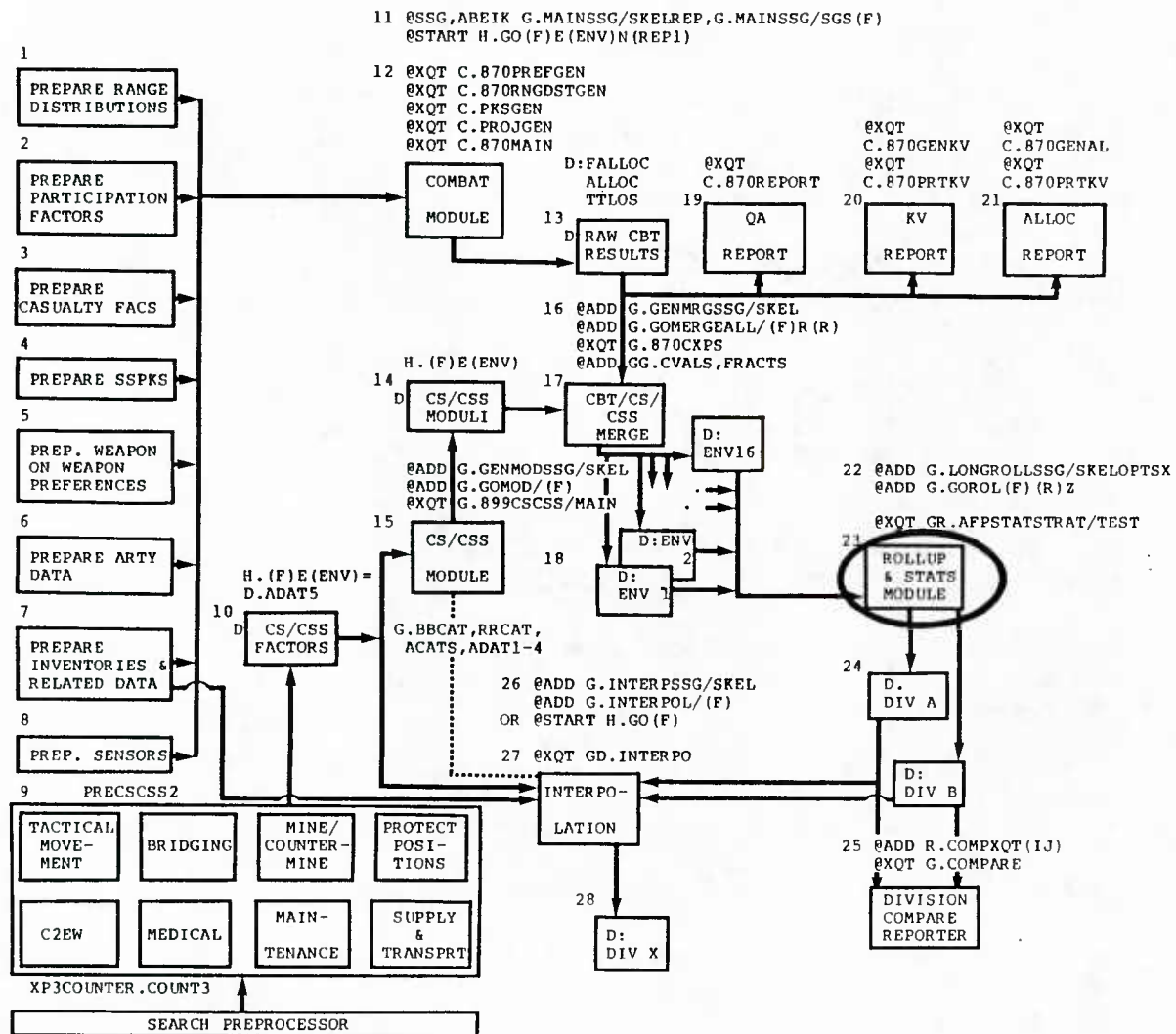


Figure G-1. Relation of the AFP Rollup and Stats Module to the AFP System in General

Section II. INPUT

G-3. The primary input to the AFP Rollup and Stats Module are the files of partial combat potentials from the AFP CBT/CS/CSS Merge Module. A separate file for each combination of combat environment and random number seed is required.

a. Figure G-2 provides an example of the form of the files from the CBT/CS/CSS Merge Module. The fields are described in paragraph 14 of Appendix B. Note, however, that the identifiers in field 1 in Figure G-2 are all less than 100, thereby identifying the contents of Figure G-2 as partial combat potentials. Figure G-2 corresponds to Figure B-7 of Appendix B. As noted in Appendix B, files containing partial and final combat potentials have the same format with different identifiers in field 1. Those identifiers are described in paragraph 12 and Figure B-3 of Appendix B.

FIELD									
1	2	3	4	5	6	7	8	9	
17.	10	E 1 1 1 1 16	1191.458	84.925	113.229	.000	26.959	1 1 1	
18.	30	E 1 1 1 1 16	5.784	.412	.550	.000	.131	1 1 1	
19.	50	E 1 1 1 1 16	1197.489	85.355	113.802	.000	27.096	1 1 1	
20.	70	E 1 1 1 1 16	5.813	.414	.552	.000	.132	1 1 1	
21.	10	E 1 1 1 1 17	644.042	47.542	48.500	.000	13.075	1 1 1	
22.	30	E 1 1 1 1 17	5.776	.426	.435	.000	.117	1 1 1	
23.	50	E 1 1 1 1 17	647.302	47.782	48.746	.000	13.141	1 1 1	
24.	70	E 1 1 1 1 17	5.805	.429	.437	.000	.118	1 1 1	
25.	10	E 1 1 1 1 20	3252.010	234.271	345.906	5.000	83.696	1 1 1	
26.	30	E 1 1 1 1 20	9.855	.710	1.048	.015	.254	1 1 1	
27.	50	E 1 1 1 1 20	3272.702	235.457	347.657	5.448	84.554	1 1 1	
28.	70	E 1 1 1 1 20	9.917	.714	1.054	.017	.256	1 1 1	
29.	10	E 1 1 1 1 26	118.500	6.625	.000	8.000	9.006	1 1 1	
30.	30	E 1 1 1 1 26	3.703	.207	.000	.250	.281	1 1 1	
31.	50	E 1 1 1 1 26	120.453	6.659	.000	8.717	9.732	1 1 1	
32.	70	E 1 1 1 1 26	3.764	.208	.000	.272	.304	1 1 1	
				*					
				*					
				*					
157.	20	E 1 1 1 1 51	1.706	.000	.000	.000	.004	1 1 1	
158.	40	E 1 1 1 1 51	.059	.000	.000	.000	.000	1 1 1	
159.	60	E 1 1 1 1 51	1.780	.000	.000	.000	.005	1 1 1	
160.	80	E 1 1 1 1 51	.061	.000	.000	.000	.000	1 1 1	
161.	20	E 1 1 1 1 52	51.161	6.395	.000	.000	.810	1 1 1	
162.	40	E 1 1 1 1 52	.839	.105	.000	.000	.013	1 1 1	
163.	60	E 1 1 1 1 52	53.377	6.672	.000	.000	.845	1 1 1	
164.	80	E 1 1 1 1 52	.875	.109	.000	.000	.014	1 1 1	
165.	20	E 1 1 1 1 56	21.396	1.297	.000	.000	.192	1 1 1	
166.	40	E 1 1 1 1 56	.181	.011	.000	.000	.002	1 1 1	
167.	60	E 1 1 1 1 56	22.322	1.353	.000	.000	.201	1 1 1	
168.	80	E 1 1 1 1 56	.189	.011	.000	.000	.002	1 1 1	
				*					
				*					
				*					
177.	11	E 1 1 1 1 0	16413.689	1193.812	704.285	112.000	373.358	1 1 1	
178.	51	E 1 1 1 1 0	16494.709	1197.939	705.834	122.042	384.262	1 1 1	
179.	21	E 1 1 1 1 0	1052.358	180.632	13.746	125.153	148.850	1 1 1	
180.	61	E 1 1 1 1 0	1144.605	187.630	14.106	150.793	175.517	1 1 1	

Figure G-2. Example Extract Records of Output File of Partial Combat Potentials (for a single combat environment) from the AFP CBT/CS/CSS Merge Module for Input to the AFP Rollup and Stats Module

b. As a minimum, the Rollup and Stats Module requires four files in the format of Figure G-2. A separate file is required for each of the combat environments. The module will accept more than one file for each environment. The feature is provided to permit rollup (and analysis) for one or more sets of files corresponding to different random number seeds used by the Combat Module. However, the number of files should be the same for each environment. Although the module can accept different numbers of files for different environments, the results produced would not be correct, simple, and weighted means. The AFP operator must provide the number of complete sets of files as part of input to the module. If two or more sets of intermediate files exist, the AFP operator may apply the Rollup and Stats Module to different combinations of those sets. If intermediate results exist for each of two seeds, the module may be applied to the seed 1 set, the seed 2 set, and the combined seeds 1 and 2 set in three separate runs. Each run will, in general, yield somewhat different results. Therefore, the "final combat potential" files should be uniquely named.

c. Of course, correct file names must be provided to the Rollup and Merge Module. The AFP operator is responsible for supplying the correct names within the module's runstream. An aid to runstream generation is described in paragraph G-9. Provided that file names are consistent with the suggested naming conventions, the operator can easily generate runstreams for one or more random number seeds per environment.

G-4. Important, but only secondary, input required by the Rollup and Stats Module consists of the 16 environmental weights. The weights are usually supplied by the AFP customer. Weights should be nonnegative and sum to 1.0. The module accepts unformatted records containing the environmental weights. An example of environmental weight input is included in the sample runstream described in G-11.

Section III. OUTPUT

G-5. The AFP Rollup and Stats Module is designed to generate only two forms of output. The principal product is a file containing final equipment and division combat potentials for both friendly and threat forces. The secondary output is a stratified analysis of potentials by posture, time of day, and visibility.

G-6. Figure G-3 portrays extracts from a sample output file containing final combat potentials. The format of the output file is the same as that of all the input files. As noted above, field 1 contains record identifiers. In an output file from the Rollup and Stats Module, all these identifiers are greater than 100. In an input file to the Rollup and Stats Module, all the identifiers in field 1 are less than 100.

FIELD										
1	2	3	4	5	6	7	8	9		
25.	110	E 1 0 0 0 16	991.096	67.506	90.345	.000	21.586	1 1 1		
26.	130	E 1 0 0 0 16	4.737	.327	.436	.000	.104	1 1 1		
27.	150	E 1 0 0 0 16	990.053	67.287	90.312	.000	21.555	1 1 1		
28.	170	E 1 0 0 0 16	4.779	.325	.435	.000	.104	1 1 1		
29.	110	E 1 0 0 0 17	524.247	35.921	45.623	.000	11.156	1 1 1		
30.	130	E 1 0 0 0 17	4.628	.318	.400	.000	.098	1 1 1		
31.	150	E 1 0 0 0 17	523.781	35.855	45.722	.000	11.161	1 1 1		
32.	170	E 1 0 0 0 17	4.621	.317	.401	.000	.098	1 1 1		
33.	110	E 1 0 0 0 20	2669.735	157.594	180.532	3.791	51.092	1 1 1		
34.	130	E 1 0 0 0 20	7.992	.473	.538	.011	.153	1 1 1		
35.	150	E 1 0 0 0 20	2673.525	157.388	180.920	4.131	51.470	1 1 1		
36.	170	E 1 0 0 0 20	8.000	.472	.539	.012	.154	1 1 1		
37.	110	E 1 0 0 0 26	105.556	4.346	.000	8.111	8.841	1 1 1		
38.	130	E 1 0 0 0 26	3.175	.131	.000	.244	.265	1 1 1		
39.	150	E 1 0 0 0 26	107.007	4.320	.000	8.807	9.538	1 1 1		
40.	170	E 1 0 0 0 26	3.218	.130	.000	.264	.286	1 1 1		
*										
*										
*										
169.	120	E 1 0 0 0 51	3.160	.074	.000	.000	.016	1 1 1		
170.	140	E 1 0 0 0 51	.129	.003	.000	.000	.001	1 1 1		
171.	160	E 1 0 0 0 51	3.329	.079	.000	.000	.017	1 1 1		
172.	180	E 1 0 0 0 51	.136	.003	.000	.000	.001	1 1 1		
173.	120	E 1 0 0 0 52	45.216	7.383	.013	.000	.902	1 1 1		
174.	140	E 1 0 0 0 52	.741	.121	.000	.000	.015	1 1 1		
175.	160	E 1 0 0 0 52	47.456	7.748	.013	.000	.947	1 1 1		
176.	180	E 1 0 0 0 52	.778	.127	.000	.000	.015	1 1 1		
177.	120	E 1 0 0 0 56	19.989	2.611	.047	.000	.335	1 1 1		
178.	140	E 1 0 0 0 56	.169	.022	.000	.000	.003	1 1 1		
179.	160	E 1 0 0 0 56	20.952	2.749	.049	.000	.352	1 1 1		
180.	180	E 1 0 0 0 56	.178	.023	.000	.000	.003	1 1 1		
*										
*										
*										
189.	111	E 1 0 0 0 0	11916.452	897.693	489.232	103.601	293.738	1 1 1		
190.	151	E 1 0 0 0 0	11919.645	894.350	488.403	112.592	302.274	1 1 1		
191.	121	E 1 0 0 0 0	898.871	184.892	12.760	89.643	112.274	1 1 1		
192.	161	E 1 0 0 0 0	975.283	193.200	13.275	106.670	131.446	1 1 1		

Figure G-3. Example Extract Records from File of Final Combat Potentials (for all 16 combat environments) as Output by the AFP Rollup and Stats Module

G-7. Figure G-4 displays an extract of the printed statistical analysis across postures, time of day, and visibility. Field 1 contains the same identifiers used in the file of final combat potentials. However, the statistical analysis may contain 10 or 12 lines for every record in the final combat potentials file. The extract in Figure G-4 is for just one weapon type. Each statistical stratification shown in Figure G-4 is performed over the full set of input to the Rollup and Stats Module. If one file (corresponding to a single random number seed input to the Combat Module) is input for each of the 16 combat environments, then each of the postures shown in Figure G-4 is averaged over four environments, each of

the times of day is averaged over eight environments, each of the visibilities is averaged over eight environments, and the lines labelled "WTD.MEANS" and "WTD.STD.DEVS." are suppressed. The columns through "SCALAR" in Figure G-4 need no new explanation. The last three columns do require some comment.

SCORES, CIPS, & COPS BY POSTURE--										OPP.LOSS REL.POS2 DIFF			
110	POSTURE=1	10WPN=2	1302.064	.000	.000	.000	137.580	RLOS=	45.850	REF=	16.227	DIFF=	-27.563
110	POSTURE=2	10WPN=2	446.967	.000	.000	.000	44.876	RLOS=	49.876	REF=	49.876	DIFF=	.000
110	POSTURE=4	10WPN=2	26.594	.000	.000	.000	2.780	RLOS=	8.339	REF=	145.627	DIFF=	134.237
110	TIME=DAY	10WPN=2	350.309	.000	.000	.000	35.971						
110	TIME=NIGHT	10WPN=2	547.353	.000	.000	.000	57.647						
110	CLFAR	10WPN=2	323.279	.000	.000	.000	31.943						
110	DEGRADED	10WPN=2	574.583	.000	.000	.000	43.175						
110	RAW MEANS	2	446.931	.000	.000	.000	47.309						
110	RAW STD.DEVS.	2	44.119	.000	.000	.000	5.077						
110	WTD. MEANS	2	446.931	.000	.000	.000	46.513						
110	WTD. STD.DEVS.	2	14.422	.000	.000	.000	1.532						
130	POSTURE=1	10WPN=2	74.112	.000	.000	.000	2.548	RLOS=	.349	REF=	.307	DIFF=	-.042
130	POSTURE=2	10WPN=2	8.811	.000	.000	.000	.922	RLOS=	.922	REF=	.922	DIFF=	.000
130	POSTURE=4	10WPN=2	.609	.000	.000	.000	.052	RLOS=	.155	REF=	2.767	DIFF=	2.611
130	TIME=DAY	10WPN=2	6.539	.000	.000	.000	.620						
130	TIME=NIGHT	10WPN=2	14.171	.000	.000	.000	1.071						
130	CLFAR	10WPN=2	7.312	.000	.000	.000	.771						
130	DEGRADED	10WPN=2	9.398	.000	.000	.000	.990						
130	RAW MEANS	2	8.355	.000	.000	.000	.880						
130	RAW STD.DEVS.	2	1.892	.000	.000	.000	.094						
130	WTD. MEANS	2	8.196	.000	.000	.000	.865						
130	WTD. STD.DEVS.	2	.275	.000	.000	.000	.028						
150	POSTURE=1	10WPN=2	1481.711	.000	.000	.000	156.562	RLOS=	52.187	REF=	17.484	DIFF=	-34.703
150	POSTURE=2	10WPN=2	501.131	.000	.000	.000	52.451	RLOS=	52.451	REF=	52.451	DIFF=	.000
150	POSTURE=4	10WPN=2	25.640	.000	.000	.000	2.670	RLOS=	8.010	REF=	157.354	DIFF=	149.344
150	TIME=DAY	10WPN=2	387.961	.000	.000	.000	40.930						
150	TIME=NIGHT	10WPN=2	616.280	.000	.000	.000	64.911						
150	CLFAR	10WPN=2	440.941	.000	.000	.000	46.472						
150	DEGRADED	10WPN=2	563.300	.000	.000	.000	59.370						
150	RAW MEANS	2	502.121	.000	.000	.000	52.921						
150	RAW STD.DEVS.	2	54.698	.000	.000	.000	5.772						
150	WTD. MEANS	2	493.463	.000	.000	.000	52.089						
150	WTD. STD.DEVS.	2	16.825	.000	.000	.000	1.739						
170	POSTURE=1	10WPN=2	27.439	.000	.000	.000	2.899	RLOS=	.746	REF=	.310	DIFF=	-.437
170	POSTURE=2	10WPN=2	9.455	.000	.000	.000	.990	RLOS=	.990	REF=	.990	DIFF=	.000
170	POSTURE=4	10WPN=2	.478	.000	.000	.000	.050	RLOS=	.149	REF=	2.769	DIFF=	2.620
170	TIME=DAY	10WPN=2	7.236	.000	.000	.000	.763						
170	TIME=NIGHT	10WPN=2	11.450	.000	.000	.000	1.206						
170	CLFAR	10WPN=2	8.197	.000	.000	.000	.864						
170	DEGRADED	10WPN=2	10.489	.000	.000	.000	1.105						
170	RAW MEANS	2	9.343	.000	.000	.000	.985						
170	RAW STD.DEVS.	2	1.114	.000	.000	.000	.107						
170	WTD. MEANS	2	9.176	.000	.000	.000	.967						
170	WTD. STD.DEVS.	2	.312	.000	.000	.000	.032						
110	POSTURE=1	10WPN=3	1984.598	.000	.000	.000	210.178	RLOS=	72.359	REF=	16.010	DIFF=	-54.350
110	POSTURE=2	10WPN=3	458.810	.000	.000	.000	46.429	RLOS=	49.329	REF=	49.329	DIFF=	.000
110	POSTURE=4	10WPN=3	41.111	.000	.000	.000	4.111	RLOS=	1.329	REF=	12.007	DIFF=	10.676
110	POSTURE=6	10WPN=3	30.347	.000	.000	.000	4.052	RLOS=	12.157	REF=	144.186	DIFF=	131.929
110	TIME=DAY	10WPN=3	822.447	.000	.000	.000	86.840						
110	TIME=NIGHT	10WPN=3	438.986	.000	.000	.000	46.346						
110	CLFAR	10WPN=3	382.318	.000	.000	.000	40.350						
110	DEGRADED	10WPN=3	879.114	.000	.000	.000	92.835						
110	RAW MEANS	3	637.716	.000	.000	.000	66.592						
110	RAW STD.DEVS.	3	117.706	.000	.000	.000	11.160						
110	WTD. MEANS	3	856.394	.000	.000	.000	90.532						
110	WTD. STD.DEVS.	3	140.403	.000	.000	.000	17.142						
130	POSTURE=1	10WPN=3	62.434	.000	.000	.000	7.247	RLOS=	2.416	REF=	.977	DIFF=	-1.439
130	POSTURE=2	10WPN=3	16.306	.000	.000	.000	1.715	RLOS=	1.715	REF=	1.715	DIFF=	.000
130	POSTURE=3	10WPN=3	1.468	.000	.000	.000	.147	RLOS=	.377	REF=	1.427	DIFF=	1.280

Figure G-4. Example Extract Records from Report of Stratified Partial Combat Potentials as Output by the AFP Rollup and Stats Module

a. The column "OPP.LOSS" translates scalar scores by posture into the implied losses per opposing division. In the Figure G-4 example, Blue scores are converted to Red losses by division of the corresponding Red to Blue division ratios. Because Posture 2 is at 1:1 division ratio, the SCALAR and OPP.LOSS entries are equal. For Posture 1, the OPP.LOSS values are one-third the SCALAR values because Posture 1 is "fought" at 3:1 Red to Blue division ratio.

b. The column "REL.POS2" gives values for all postures based on Posture 2 under the assumptions that Blue weapons are in defilade and Red weapons are in the open (exactly the case only for Postures 1 and 2) and that the underlying scalar loss law is Lanchester linear.

c. The column "DIFF" presents the difference: REL.POS2 - OPP.LOS. DIFF should be 0.0 for Posture 2, the base posture. In results to date, DIFF for Posture 1 is often relatively small suggesting that the AFP Combat Module is often consistent with the above assumptions with regard to many weapon types. DIFF for Postures 3 and 4 may be relatively large because Blue weapons are in the open in both postures and Red weapons are in defilade in Posture 4. DIFF values may be scanned quickly for unusual results.

d. Figure G-5 presents an example of a report produced by the AFP Rollup and Stats Module. For each weapon type on each side, the report presents the mean modulated scalar CIP by combat environment.

(1) A "CIP line" in the report is in the form

1 16

SIDE = (1 or 2) WPN = (1 to 60) n.nn...n.nn...n.nn

SIDE = 1 for Blue, SIDE = 2 for Red

n.nn in column i is the mean CIP for combat environment i
n.nn in the right most column is the weighted CIP over all combat environments

(2) If two or more replications are rolled up, standard deviations within combat environments are displayed in lines of the form

1 16

STD.DEVS. n.nn...n.nn

n.nn in column i is the estimated standard deviation for the CIP in the same position in the preceding line.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
SIDE = 1 WFN= 2	1.32	.87	.00	.02	4.02	.01	.00	.00	2.26	1.55	.00	.00	3.93	.08	.00	.00	.77
STD.DEVS.	1.35	.87	.00	.02	4.02	.01	.00	.00	2.26	1.55	.00	.00	3.93	.08	.00	.00	
SIDE = 1 WFN= 3	4.39	.66	.00	.04	5.91	1.16	.00	.02	16.68	4.29	.21	.25	6.01	1.24	.09	.00	3.54
STD.DEVS.	4.39	.66	.00	.04	5.91	1.16	.00	.02	16.68	4.29	.21	.25	6.01	1.24	.09	.00	
SIDE = 1 WFN= 5	1.06	1.16	.00	.02	2.68	2.32	.00	.23	3.39	2.58	.00	.00	2.45	2.43	.00	.24	1.56
STD.DEVS.	1.06	1.16	.00	.02	2.68	2.32	.00	.23	3.39	2.58	.00	.00	2.45	2.43	.00	.24	
SIDE = 1 WFN= 6	4.14	.72	.06	.34	6.71	1.26	.52	.02	13.72	4.77	3.89	.28	1.77	1.24	.51	.30	3.52
STD.DEVS.	4.14	.72	.06	.34	6.71	1.26	.52	.02	13.72	4.77	3.89	.28	1.77	1.24	.51	.30	
SIDE = 1 WFN= 11	1.02	1.22	.13	.05	3.18	2.02	.19	.07	4.61	3.61	.15	.03	3.44	2.57	.04	.44	1.67
STD.DEVS.	1.02	1.22	.13	.05	3.18	2.02	.19	.07	4.61	3.61	.15	.03	3.44	2.57	.04	.44	
SIDE = 1 WFN= 12	7.35	3.78	2.02	6.29	15.96	5.17	1.99	1.85	8.44	5.35	1.98	2.57	17.80	5.04	1.93	1.80	5.70
STD.DEVS.	7.35	3.78	2.02	6.29	15.96	5.17	1.99	1.85	8.44	5.35	1.98	2.57	17.80	5.04	1.93	1.80	
SIDE = 1 WFN= 13	.00	.03	.00	.00	.00	.02	.00	.00	.00	.06	.00	.00	.00	.03	.00	.00	.01
STD.DEVS.	.00	.03	.00	.00	.00	.02	.00	.00	.00	.06	.00	.00	.00	.03	.00	.00	
SIDE = 1 WFN= 16	13.34	3.97	6.05	2.92	14.82	4.13	5.84	1.53	6.45	4.19	3.37	1.36	17.16	4.75	5.53	1.25	6.35
STD.DEVS.	13.34	3.97	6.05	2.92	14.82	4.13	5.84	1.53	6.45	4.19	3.37	1.36	17.16	4.75	5.53	1.25	
SIDE = 1 WFN= 17	17.71	4.84	6.68	5.07	23.82	4.63	6.43	1.17	7.98	6.06	3.29	1.32	21.56	6.23	6.59	.91	7.99
STD.DEVS.	17.71	4.84	6.68	5.07	23.82	4.63	6.43	1.17	7.98	6.06	3.29	1.32	21.56	6.23	6.59	.91	
SIDE = 1 WFN= 22	5.64	6.25	1.87	1.68	6.87	7.59	2.08	.96	4.87	5.36	1.74	.97	7.45	3.99	1.99	1.07	4.15
STD.DEVS.	5.64	6.25	1.87	1.68	6.87	7.59	2.08	.96	4.87	5.36	1.74	.97	7.45	3.99	1.99	1.07	
SIDE = 1 WFN= 23	8.76	7.04	2.19	2.47	11.77	9.46	2.33	1.41	12.41	9.92	2.13	1.25	11.78	9.56	2.30	1.46	6.48
STD.DEVS.	8.76	7.04	2.19	2.47	11.77	9.46	2.33	1.41	12.41	9.92	2.13	1.25	11.78	9.56	2.30	1.46	
SIDE = 1 WFN= 26	11.59	12.18	10.86	15.16	21.95	11.57	13.48	15.16	3.13	11.57	3.74	4.74	13.39	12.18	11.72	15.16	10.74
STD.DEVS.	11.59	12.18	10.86	15.16	21.95	11.57	13.48	15.16	3.13	11.57	3.74	4.74	13.39	12.18	11.72	15.16	
SIDE = 1 WFN= 31	3.17	5.06	.05	2.51	.00	2.10	1.44	.00	1.27	6.00	.05	1.17	.00	.00	.05	1.92	2.29
STD.DEVS.	3.17	5.06	.05	2.51	.00	2.10	1.44	.00	1.27	6.00	.05	1.17	.00	.00	.05	1.92	
SIDE = 1 WFN= 32	6.82	5.83	5.85	6.85	.00	5.83	5.85	6.35	6.82	5.83	5.70	6.35	6.82	5.83	5.85	6.35	6.28
STD.DEVS.	6.82	5.83	5.85	6.85	.00	5.83	5.85	6.35	6.82	5.83	5.70	6.35	6.82	5.83	5.85	6.35	
SIDE = 1 WFN= 36	12.19	19.76	13.78	12.16	1.62	2.90	1.61	5.19	8.55	9.22	1.89	6.11	2.18	6.19	1.32	8.51	6.33
STD.DEVS.	12.19	19.76	13.78	12.16	1.62	2.90	1.61	5.19	8.55	9.22	1.89	6.11	2.18	6.19	1.32	8.51	
SIDE = 1 WFN= 43	1.51	1.39	1.90	.13	3.27	1.21	1.57	.58	1.58	2.18	1.04	.35	1.51	2.15	2.97	.50	2.03
STD.DEVS.	1.51	1.39	1.90	.13	3.27	1.21	1.57	.58	1.58	2.18	1.04	.35	1.51	2.15	2.97	.50	
SIDE = 1 WFN= 56	2.89	1.44	5.03	.58	5.27	2.16	2.44	1.38	8.05	3.36	7.92	1.49	5.39	2.21	5.53	1.29	3.79
STD.DEVS.	2.89	1.44	5.03	.58	5.27	2.16	2.44	1.38	8.05	3.36	7.92	1.49	5.39	2.21	5.53	1.29	
SIDE = 1 WFN= 57	2.64	3.50	3.07	1.88	1.33	1.57	2.46	4.38	1.17	1.23	3.11	3.45	2.97	2.62	3.36	2.01	3.05
STD.DEVS.	2.64	3.50	3.07	1.88	1.33	1.57	2.46	4.38	1.17	1.23	3.11	3.45	2.97	2.62	3.36	2.01	
SIDE = 1 WFN= 59	.00	.00	.00	1.00	.00	.00	.00	1.14	.00	.00	.00	1.08	.00	.00	.00	1.03	.24
STD.DEVS.	.00	.00	.00	1.00	.00	.00	.00	1.14	.00	.00	.00	1.08	.00	.00	.00	1.03	
SIDE = 2 WFN= 2	.03	.03	.00	.07	.00	.01	.00	.00	.01	.01	.00	.05	.00	.01	.00	.00	.14
STD.DEVS.	.03	.03	.00	.07	.00	.01	.00	.00	.01	.01	.00	.05	.00	.01	.00	.00	
SIDE = 2 WFN= 3	.79	.04	.00	2.93	.07	.06	.00	.00	.03	.04	2.65	2.68	.08	.05	.03	.00	.94
STD.DEVS.	.79	.04	.00	2.93	.07	.06	.00	.00	.03	.04	2.65	2.68	.08	.05	.03	.00	
SIDE = 2 WFN= 4	.00	.00	.02	.03	.00	.00	.01	.23	.00	.00	.03	.23	.00	.00	.03	.00	.34
STD.DEVS.	.00	.00	.02	.03	.00	.00	.01	.23	.00	.00	.03	.23	.00	.00	.03	.00	
SIDE = 2 WFN= 5	.00	.00	.00	.17	.00	.00	.00	.00	.00	.00	1.43	.33	.00	.00	.00	.00	.29
STD.DEVS.	.00	.00	.00	.17	.00	.00	.00	.00	.00	.00	1.43	.33	.00	.00	.00	.00	
SIDE = 2 WFN= 6	.18	1.18	.31	.14	.13	1.03	.32	4.00	.81	.13	1.24	1.11	1.32	.32	2.93	1.10	
STD.DEVS.	.18	1.18	.31	.14	.13	1.03	.32	4.00	.81	.13	1.24	1.11	1.32	.32	2.93	1.10	
SIDE = 2 WFN= 7	.18	1.18	.31	.14	.13	1.03	.32	4.00	.81	.13	1.24	1.11	1.32	.32	2.93	1.10	
STD.DEVS.	.18	1.18	.31	.14	.13	1.03	.32	4.00	.81	.13	1.24	1.11	1.32	.32	2.93	1.10	
SIDE = 2 WFN= 8	.20	.87	.15	.35	.01	1.44	.16	1.88	.17	1.02	.14	2.77	.00	.75	.14	2.27	.54
STD.DEVS.	.20	.87	.15	.35	.01	1.44	.16	1.88	.17	1.02	.14	2.77	.00	.75	.14	2.27	

Figure G-5. Extract from Example Report of Modulated Scalar CIPs and Corresponding Standard Deviations as Output by the AFP Rollup and Stats Module

Section IV. RUNSTREAM

G-8. This section describes a generic program for generating AFP Rollup and Stats Module runstreams and provides some examples of generated runstreams for a few of the most interesting and useful cases. Familiarity with the UNIVAC Symstream language and SSG processor is assumed.

G-9. Runstream generation is intended to simplify several possible problems in applying the Rollup and Stats Module.

a. The module must be "fed" the correct set or sets of intermediate files or elements from the AFP CBT/CS/CSS Merge Module. The setting of a single SGS value within the runstream generator determines whether the resulting runstream will be setup to accept partial combat potentials from files or elements. For a rollup over 16 combat environments (normal application) and two replications (typical but as many as 10 reps may be included),

32 files or elements are correctly assigned or copied and then read by the module. The runstream generator creates the 96 runstream images.

b. If several different sets of files or elements (each set corresponding to a different random number seed's results from the AFP Combat Module) exist, the appropriate combination of sets in accord with naming conventions must be applied, and the number of sets must be specified. The runstream generator performs these tasks from a few SGS definitions. If fewer than two sets are rolled up, some of the standard statistical measures are suppressed because one "replication" is insufficient for estimating standard deviations within a single combat environment.

c. The 16 weights (summing to 1.0), one for each combat environment, must be provided for use in constructing the weighted summations of partial combat potentials over all combat environments and seeds.

d. If files rather than elements are being used throughout for partial and final combat potentials, then a file to receive the final combat potentials must be assigned and used. The runstream generator takes care of this task in accord with the same SGS mentioned in G-9a, above.

e. In the event that the intermediate partial combat potential files do not reflect scores of single divisions, a feature is provided within the Rollup and Stats Module to permit adjustments to single division scores.

G-10. It is certainly an advantage to apply a consistent scheme in naming AFP files and elements. The runstream generator requires that a consistent scheme exist from division to division, combat environment to combat environment, and replication to replication. The Rollup and Stats Module involves, at most, just two classes of AFP files. In the case in which elements (preferred) instead of files are used to save partial and final combat potentials, only a single permanent file is needed for a run. Very many temporary files may be required during a rollup run, however.

a. In the case of separate files for each environment/replication pair, partial combat potential files input should have names of the form:

(two-character user ID)(four-character division name)E(two-digit environment ID) R one- or two-digit replication ID)

e.g., H7HM80E01R1.

The final combat potential output file should have a name of the form:

(two-character user ID)(four-character division name)R16(R or X)(one- or two-digit indicator of number of replications included)

e.g., H7HM80R16X2.

b. In the case of separate elements of input and output potentials all within a single file, the file name should be of the form:

(two-character user ID)(four-character division name)

e.g., H7HM80.

The input elements should have names of the form:

E(two-character combat environment ID)R(one- or two-digit replication ID)

e.g., E01R1.

The output element should have a name of the form:

R16(R or X)(one- or two-digit indicator of the number of replications included)

e.g., R16X2.

G-11. Figure G-6 displays a sample generic SSG program for generating a set of Rollup and Stats Module runstreams. The sample is set up for a specific application: division 3M in year 84 for all 16 combat environments over two replications with combat potentials in elements, not files.

a. **SGS Section.** The order of SGSs is not important; their contents are critical.

(1) The SGS "FORCE" provides the name of the division of interest.

(2) The SGS "ENV" defines the symbols representing the 16 combat environments.

(3) The SGS "REPS" specifies which replications are to be included in the rollup. A "1" would limit the rollup to rep 1. A "1 2 3" would include reps corresponding to the first three seeds supplied to the AFP Combat Module.

(4) The SGS "ESET" defines the symbol used in the output file or element to record the number of combat environments included in the rollup. ESET should be 16 for a full rollup.

(5) The SGS "RESET" defines the symbol used in the output files or element to record the number of replications included in the rollup. Care must be taken to avoid overwriting prior results that should be retained. For example, separate rollups over reps 1 and 2 and over 3 and 4 should not, in general, both have RSET at X2.

(6) The SGS "USER" specifies the user ID, H7 in the example.

(7) the SGS "KTHTR" specifies a theater symbol to be included in output records. The example E signifies Europe.

```

1 @SSG,BK
2 SGS
3 FORCE HM80
4 ENV 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
5 REPS 1 2 3 4 5 6 7 8 9 10
6 ESET 16
7 RSET X10
8 KTHTR  E  .3
9 JTPD  30  .4
10 IBFOR  2001  .6
11 IRFOR  1000  .6
12 JCASE  8032  .5
13 USEFILES N
14 SNAME H7HM80
15 INLIST Y
16 SORT Y
17 USER H7
18 SSGLIST N
19 @EOF
20 SKEL
21 *BRKPT,K G6GECTEST.GOROL[FORCE,1,1,1][REPS,1]Z
22 #MDG UNCLASSIFIED AFP [FORCE,1,1,1] ROLLUP REP[RSET,1,1,1]
23 *IF [SSGLIST,1,1,1] = Y
24 #ELT,L G6GECTEST.LONGROLLSSG/SKELOPTSX
25 #ELT,L G6GECTEST.GOROL[FORCE,1,1,1][REPS,1]Z
26 *END
27 *IF [USEFILES,1,1,1] = Y
28 *INCREMENT IE TO [ENV,1]
29 *INCREMENT R TO [REPS,1]
30 #ASG,A [USER,1,1,1][FORCE,1,1,1][ENV,1,IE,1][REPS,1,R,1].
31 *LOOP .R
32 *LOOP .IE
33 #ASG,A [USER,1,1,1][FORCE,1,1,1][ESET,1,1,1][RSET,1,1,1].
34 #USE 30.,[USER,1,1,1][FORCE,1,1,1][ESET,1,1,1][RSET,1,1,1].
35 *ELSE
36 #ASG,A [SNAME,1,1,1].
37 #ASG,T 30.
38 #ASG,T WARNING.,///10000
39 #ASG,A G6RESULTS.
40 #ERS G6RESULTS.
41 *END
42 #ASG,T 18.
43 #ERS 30.
44 #XQT G6ROLLUP.AFPSTATSTRAT/TEST
45 *. IMAGE GIVING INDICES IN CBT POT OUTPUT RECORDS
46 *EDIT ON
47 [KTHTR,1,1,1]8
48 [JTPD,1,1,1]8
49 0 0 08
50 [IBFOR,1,1,1]8

```

Figure G-6. Example of SSG Program for the Generation of Runstreams
for Execution of the AFP Rollup and Stats Module
(page 1 of 2 pages)

```

51 [IRFOR,1,1,1]&
52 [JCASE,1,1,1]
53 .126 .126 .042 .126 .054 .054 .036 .036
54 .128 .032 .046 .064 .016 .040 .016 .008
55 *EDIT ON
56 [REPS,1].0 8
57 *IF [USEFILES,1,1,1] = Y
58 F
59 *ELSE
60 T
61 *FND
62 *INCREMENT IE TO [ENV,1]
63 *INCREMENT IT TO [REPS,1]
64 *EDIT ON
65 [ENV,1,IE,1] 1 1 1 1 8
66 [USER,1,1,1][FORCE,1,1,1]&
67 *IF [USEFILES,1,1,1] = N
68 .8
69 *FND
70 E[ENV,1,IE,1]P[REPS,1,IT,1]&
71 *IF [USEFILES,1,1,1] = Y
72 .
73 *ELSE
74 *EDIT OFF
75 *END
76 *LOOP .IT
77 *LOOP .IE
78 O 1 1 1 1 DONE
79 #DATA,L 18.
80 #END
81 #FREE 18.
82 *IF [USEFILES,1,1,1] = N
83 #ED 30.,[SNAME,1,1,1].R[RESET,1,1,1][RSET,1,1,1]
84 *END
85 #DATA,L 30.
86 #END
87 *IF [SORT,1,1,1] = Y
88 #ASG,T SORTOUT.
89 #SORT,S
90 VOLUME=SMALL
91 KEY=1,5,CH,A:67,10,CH,A
92 FILEIN=30.
93 FILEOUT=SORTOUT.
94 #EOF
95 #DATA,L SORTOUT.
96 #END
97 *FND
98 *IF [INLIST,1,1,1] = Y
99 *INCREMENT IE TO [ENV,1]
100 *INCREMENT R1 TO [REPS,1]
101 *EDIT ON
102 *IF [USEFILES,1,1,1] = Y
103 #DATA,L 8
104 *ELSE
105 #ELT,L 8
106 *END
107 [USER,1,1,1][FORCE,1,1,1]&
108 *IF [USEFILES,1,1,1] = N
109 .8
110 *FND
111 E[ENV,1,IE,1]P[REPS,1,R1,1]&
112 *IF [USEFILES,1,1,1] = Y
113 .
114 #END
115 *ELSE
116 *EDIT OFF
117 *END
118 *LOOP .R1
119 *LOOP .IE
120 *END
121 *IF [USEFILES,1,1,1] = N
122 #BRKPT PRINT$
123 #SYM,U G6RESULTS.,3
124 *END
125 @EOF
126 @EOF

```

Figure G-6. Example of SSG Program for the Generation of Runstreams
for Execution of the AFP Rollup and Stats Module
(page 2 of 2 pages)

(8) The SGS "JTPD" specifies a two-digit year symbol to be included in output records. The example 84 corresponds to the year included in the division name, 3M84.

(9) The SGS "IBFOR" specifies a four- to six-digit division identifier to be included in output records. A TPSN is a logical choice for division identifier.

(10) The SGS "IRFOR" specifies a four- to six-digit threat identifier to be included in output records.

(11) The SGS "JCASE" provides an up to six-digit identifier of the case being considered for inclusion in output records.

(12) The SGS "USEFILES" specifies whether the rollup is to be performed using input and output files (Y) or elements (N).

(13) The SGS "SNAME" specifies the name of the file containing input elements and receiving the output element. SNAME is critical only if USEFILES is N, as in the example.

(14) The SGS "INLIST" specifies whether the input partial combat potentials are to be listed. INLIST set to Y causes the potentials for all input combat environments and replications to be listed. N suppresses the listing of input.

(15) The SGS "SORT" specifies whether the output final combat potentials are to be sorted and listed in ascending scalar potential order.

(16) The SGS "SSGLIST" specifies whether the SSG program and generated runstream are to be listed in the rollup output.

b. SKELeton Section. The SKEL section of Figure G-6 creates names of files and elements in accord with the above SGS definitions. The SKEL logic loops over combat environments and replications as appropriate. The generated runstream element is saved for inspection prior to execution. The SKEL section is hardly the most general program imaginable. Special AFP cases or conditions may require modification of both SGS and SKEL. However, many special, one-time variations may be handled most easily by editing a standard generated runstream.

G-12. RUNSTREAM EXAMPLES. Figures G-7 through G-9 provide examples of Rollup and Stats Module runstreams generated by the runstream generator.

a. Figure G-7 is an example runstream for a division over 16 combat environments and 1 replication and using input and output elements.

b. Figure G-8 is an example runstream for a division over 16 combat environments and 6 replications and using input and output elements.

c. Figure G-9 is an example runstream for a division over 16 combat environments and 2 replications and using input and output files without listing of input files.

```

1  @HDG UNCLASSIFIED AFP JM84 ROLLUP REPLY1
2  @ASG,A H7JM84.
3  @ASG,T 30.
4  @ERS 30.
5  @XQT G6ROLLUP.AFPSTATSTRAT/TEST
6  E 84 0 0 0 2001 1000 R432
7  .126 .126 .042 .126 .054 .054 .036 .036
8  .126 .032 .096 .064 .016 .040 .016 .009
9  1.0 T
10 @O1 1 1 1 1 H7JM84.E01R1
11 @O2 1 1 1 1 H7JM84.E02R1
12 @O3 1 1 1 1 H7JM84.E03R1
13 @O4 1 1 1 1 H7JM84.E04R1
14 @O5 1 1 1 1 H7JM84.E05R1
15 @O6 1 1 1 1 H7JM84.E06R1
16 @O7 1 1 1 1 H7JM84.E07R1
17 @O8 1 1 1 1 H7JM84.E08R1
18 @O9 1 1 1 1 H7JM84.E09R1
19 @O10 1 1 1 1 H7JM84.E10R1
20 @O11 1 1 1 1 H7JM84.E11R1
21 @O12 1 1 1 1 H7JM84.E12R1
22 @O13 1 1 1 1 H7JM84.E13R1
23 @O14 1 1 1 1 H7JM84.E14R1
24 @O15 1 1 1 1 H7JM84.E15R1
25 @O16 1 1 1 1 H7JM84.E16R1
26 @O 1 1 1 1 DONE
27 @ED 30.,H7JM84.R16X1
28 @DATA,L 30.
29 @END
30 @ASG,T SORTOUT.
31 @SORT,S
32 VOLUME=SMALL
33 KEY=1,S,CH,A:67,10,CH,A
34 FILEIN=30.
35 FILEOUT=SORTOUT.
36 @EOF
37 @DATA,L SORTOUT.
38 @END
39 @E1T,L H7JM84.E01R1
40 @E2T,L H7JM84.E02R1
41 @E3T,L H7JM84.E03R1
42 @E4T,L H7JM84.E04R1
43 @E5T,L H7JM84.E05R1
44 @E6T,L H7JM84.E06R1
45 @E7T,L H7JM84.E07R1
46 @E8T,L H7JM84.E08R1
47 @E9T,L H7JM84.E09R1
48 @E10T,L H7JM84.E10R1
49 @E11T,L H7JM84.E11R1
50 @E12T,L H7JM84.E12R1
51 @E13T,L H7JM84.E13R1
52 @E14T,L H7JM84.E14R1
53 @E15T,L H7JM84.E15R1
54 @E16T,L H7JM84.E16R1

```

Figure G-7. First Example of an SSG-generated Runstream for Execution of the AFP Rollup and Stats Module

[illegible]

Figure G-8. Second Example of an SSG-generated Runstream for Execution of the AFP Rollup and Stats Module
(page 1 of 5 pages)

51	07	1	1	1	1	47	4
52	07	1	1	1	1	77	4
53	07	1	1	1	1	77	4
54	07	1	1	1	1	77	4
55	07	1	1	1	1	77	4
56	08	1	1	1	1	77	4
57	08	1	1	1	1	77	4
58	08	1	1	1	1	77	4
59	08	1	1	1	1	77	4
60	08	1	1	1	1	77	4
61	08	1	1	1	1	77	4
62	09	1	1	1	1	77	4
63	09	1	1	1	1	77	4
64	09	1	1	1	1	77	4
65	09	1	1	1	1	77	4
66	09	1	1	1	1	77	4
67	09	1	1	1	1	77	4
68	10	1	1	1	1	77	4
69	10	1	1	1	1	77	4
70	10	1	1	1	1	77	4
71	10	1	1	1	1	77	4
72	10	1	1	1	1	77	4
73	10	1	1	1	1	77	4
74	11	1	1	1	1	77	4
75	11	1	1	1	1	77	4
76	11	1	1	1	1	77	4
77	11	1	1	1	1	77	4
78	11	1	1	1	1	77	4
79	11	1	1	1	1	77	4
80	12	1	1	1	1	77	4
81	12	1	1	1	1	77	4
82	12	1	1	1	1	77	4
83	12	1	1	1	1	77	4
84	12	1	1	1	1	77	4
85	12	1	1	1	1	77	4
86	12	1	1	1	1	77	4
87	13	1	1	1	1	77	4
88	13	1	1	1	1	77	4
89	13	1	1	1	1	77	4
90	13	1	1	1	1	77	4
91	13	1	1	1	1	77	4
92	14	1	1	1	1	77	4
93	14	1	1	1	1	77	4
94	14	1	1	1	1	77	4
95	14	1	1	1	1	77	4
96	14	1	1	1	1	77	4
97	14	1	1	1	1	77	4
98	15	1	1	1	1	77	4
99	15	1	1	1	1	77	4
00	15	1	1	1	1	77	4

Figure G-8. Second Example of an SSG-generated Runstream for Execution of the AFP Rollup and Stats Module
(page 2 of 5 pages)

```

101      15      1      1      1      1      H7JMB4.E15P4
102      15      1      1      1      1      H7JMB4.E15P5
103      15      1      1      1      1      H7JMB4.E15P6
104      16      1      1      1      1      H7JMB4.E16P1
105      16      1      1      1      1      H7JMB4.E16P2
106      16      1      1      1      1      H7JMB4.E16P3
107      16      1      1      1      1      H7JMB4.E16P4
108      16      1      1      1      1      H7JMB4.E16P5
109      16      1      1      1      1      H7JMB4.E16P6
110      0       1      1      1      1      DONE
111      @DATA,L.18.
112      @END
113      @FREE 18.
114      @ED 30.,H7JMB4.R16X6
115      @DATA,L 30.
116      @END
117      @ASG,T SORTOUT.
118      @SORT,S
119      VOLUME=SMALL
120      KEY=1,S,CH,A:67,10,CH,A
121      FILEIN=30.
122      FILEOUT=SORTOUT.
123      @EOF
124      @DATA,L SORTOUT.
125      @END
126      @ELT,L H7JMB4.E01P1
127      @ELT,L H7JMB4.E01P2
128      @ELT,L H7JMB4.E01P3
129      @ELT,L H7JMB4.E01P4
130      @ELT,L H7JMB4.E01P5
131      @ELT,L H7JMB4.E01P6
132      @ELT,L H7JMB4.E02P1
133      @ELT,L H7JMB4.E02P2
134      @ELT,L H7JMB4.E02P3
135      @ELT,L H7JMB4.E02P4
136      @ELT,L H7JMB4.E02P5
137      @ELT,L H7JMB4.E02P6
138      @ELT,L H7JMB4.E03P1
139      @ELT,L H7JMB4.E03P2
140      @ELT,L H7JMB4.E03P3
141      @ELT,L H7JMB4.E03P4
142      @ELT,L H7JMB4.E03P5
143      @ELT,L H7JMB4.E03P6
144      @ELT,L H7JMB4.E04P1
145      @ELT,L H7JMB4.E04P2
146      @ELT,L H7JMB4.E04P3
147      @ELT,L H7JMB4.E04P4
148      @ELT,L H7JMB4.E04P5
149      @ELT,L H7JMB4.E04P6
150      @ELT,L H7JMB4.E05P1

```

Figure G-8. Second Example of an SSG-generated Runstream for
Execution of the AFP Rollup and Stats Module
(page 3 of 5 pages)

[illegible]

Figure G-8. Second Example of an SSG-generated Runstream for Execution of the AFP Rollup and Stats Module
(page 4 of 5 pages)

```

201  @ELT,L H7JM84.E13R4
202  @ELT,L H7JM84.E13R5
203  @ELT,L H7JM84.E13R6
204  @ELT,L H7JM84.E14R1
205  @ELT,L H7JM84.E14R2
206  @ELT,L H7JM84.E14R3
207  @ELT,L H7JM84.E14R4
208  @ELT,L H7JM84.E14R5
209  @ELT,L H7JM84.E14R6
210  @ELT,L H7JM84.E15R1
211  @ELT,L H7JM84.E15R2
212  @ELT,L H7JM84.E15R3
213  @ELT,L H7JM84.E15R4
214  @ELT,L H7JM84.E15R5
215  @ELT,L H7JM84.E15R6
216  @ELT,L H7JM84.E16R1
217  @ELT,L H7JM84.E16R2
218  @ELT,L H7JM84.E16R3
219  @ELT,L H7JM84.E16R4
220  @ELT,L H7JM84.E16R5
221  @ELT,L H7JM84.E16R6
222  @BRKPT PRINT$
223  @SYM,U GETRESULTS.

```

Figure G-8. Second Example of an SSG-generated Runstream for
Execution of the AFP Rollup and Stats Module
(page 5 of 5 pages)

```

1  HDG UNCLASSIFIED AFP 3M24 ROLLUP REPY2
2  FELT, L G6GECTEST. LONGROLLSSG/SKELOPTS
3  FELT, L G6GECTEST. GOROL3M542X
4  ASSG, A H73M84E01R1.
5  ASSG, A H73M84E01R2.
6  ASSG, A H73M84E02R1.
7  ASSG, A H73M84E02R2.
8  ASSG, A H73M84E03R1.
9  ASSG, A H73M84E03R2.
10 ASSG, A H73M84E04R1.
11 ASSG, A H73M84E04R2.
12 ASSG, A H73M84E05R1.
13 ASSG, A H73M84E05R2.
14 ASSG, A H73M84E06R1.
15 ASSG, A H73M84E06R2.
16 ASSG, A H73M84E07R1.
17 ASSG, A H73M84E07R2.
18 ASSG, A H73M84E08R1.
19 ASSG, A H73M84E08R2.
20 ASSG, A H73M84E09R1.
21 ASSG, A H73M84E09R2.
22 ASSG, A H73M84E10R1.
23 ASSG, A H73M84E10R2.
24 ASSG, A H73M84E11R1.
25 ASSG, A H73M84E11R2.
26 ASSG, A H73M84E12R1.
27 ASSG, A H73M84E12R2.
28 ASSG, A H73M84E13R1.
29 ASSG, A H73M84E13R2.
30 ASSG, A H73M84E14R1.
31 ASSG, A H73M84E14R2.
32 ASSG, A H73M84E15R1.
33 ASSG, A H73M84E15R2.
34 ASSG, A H73M84E16R1.
35 ASSG, A H73M84E16R2.
36 ASSG, A H73M84R16X2.
37 USE 30., H73M84R16X2.
38 PERS 30.
39 XQT G6ROLLUP. AFPSTATSTRAT
40 E 84 0 0 2001 1000 8432
41 .126 .126 .042 .126 .054 .054 .036 .036
42 .128 .032 .096 .064 .016 .040 .016 .008
43 2.00
44 C01 1 1 1 1 H73M84E01R1.
45 C01 1 1 1 1 H73M84E01R2.
46 C02 1 1 1 1 H73M84E02R1.
47 C02 1 1 1 1 H73M84E02R2.
48 C03 1 1 1 1 H73M84E03R1.
49 C03 1 1 1 1 H73M84E03R2.
50 C04 1 1 1 1 H73M84E04R1.

```

Figure G-9. Third Example of an SSG-generated Runstream for
Execution of the AFP Rollup and Stats Module
(page 1 of 2 pages)

```

51      04      1      1      1      1      H73M84E004R2.
52      05      1      1      1      1      H73M84E005R1.
53      05      1      1      1      1      H73M84E005R2.
54      06      1      1      1      1      H73M84E006R1.
55      06      1      1      1      1      H73M84E006R2.
56      07      1      1      1      1      H73M84E007R1.
57      07      1      1      1      1      H73M84E007R2.
58      08      1      1      1      1      H73M84E008R1.
59      08      1      1      1      1      H73M84E008R2.
60      09      1      1      1      1      H73M84E009R1.
61      09      1      1      1      1      H73M84E009R2.
62      10      1      1      1      1      H73M84E010R1.
63      10      1      1      1      1      H73M84E010R2.
64      11      1      1      1      1      H73M84E011R1.
65      11      1      1      1      1      H73M84E011R2.
66      12      1      1      1      1      H73M84E012R1.
67      12      1      1      1      1      H73M84E012R2.
68      13      1      1      1      1      H73M84E013R1.
69      13      1      1      1      1      H73M84E013R2.
70      14      1      1      1      1      H73M84E014R1.
71      14      1      1      1      1      H73M84E014R2.
72      15      1      1      1      1      H73M84E015R1.
73      15      1      1      1      1      H73M84E015R2.
74      16      1      1      1      1      H73M84E016R1.
75      16      1      1      1      1      H73M84E016R2.
76      0      1      1      1      1      DONE
77      @DATA,L 3C.
78      @END
79      @ASG,T SORTOUT.
80      @SORT,S
81      VOLUME=SMALL
82      KEY=1,5,CH,A:67,10,CH,A
83      FILEIN=3C.
84      FILEOUT=SORTOUT.
85      @EOF
86      @DATA,L SORTOUT.
87      @END

```

Figure G-9. Third Example of an SSG-generated Runstream for Execution of the AFP Rollup and Stats Module
(page 2 of 2 pages)

Section V. PROGRAM

G-13. Apart from its input and output functions, the AFP Rollup and Stats Module is nothing more than a stratified adding and averaging program with the side role of computing some standard deviations. The only chance for confusion arises because the program, in effect, concurrently adds and averages several different though related data streams. Figure G-10 portrays the basic logic of the AFP Rollup and Stats Module. Logical file 29 is used repeatedly as the source of intermediate partial combat potentials. In current applications, the program successively attaches 16 or 32 physical files to unit 29. Final combat potentials are output to unit 30. Most of the arithmetic performed by the module is devoted to updating multidimensional arrays with simple and weighted partial sums of potentials corresponding to different shooters by side with their unmodulated and modulated scores and CIPs. Arrays for the grand totals by side are also updated throughout. Elements of several of the arrays are divided by appropriate counters to yield arithmetic means. Concurrent with the ordinary summations, some sums of squares are maintained for use in determination of standard deviations.

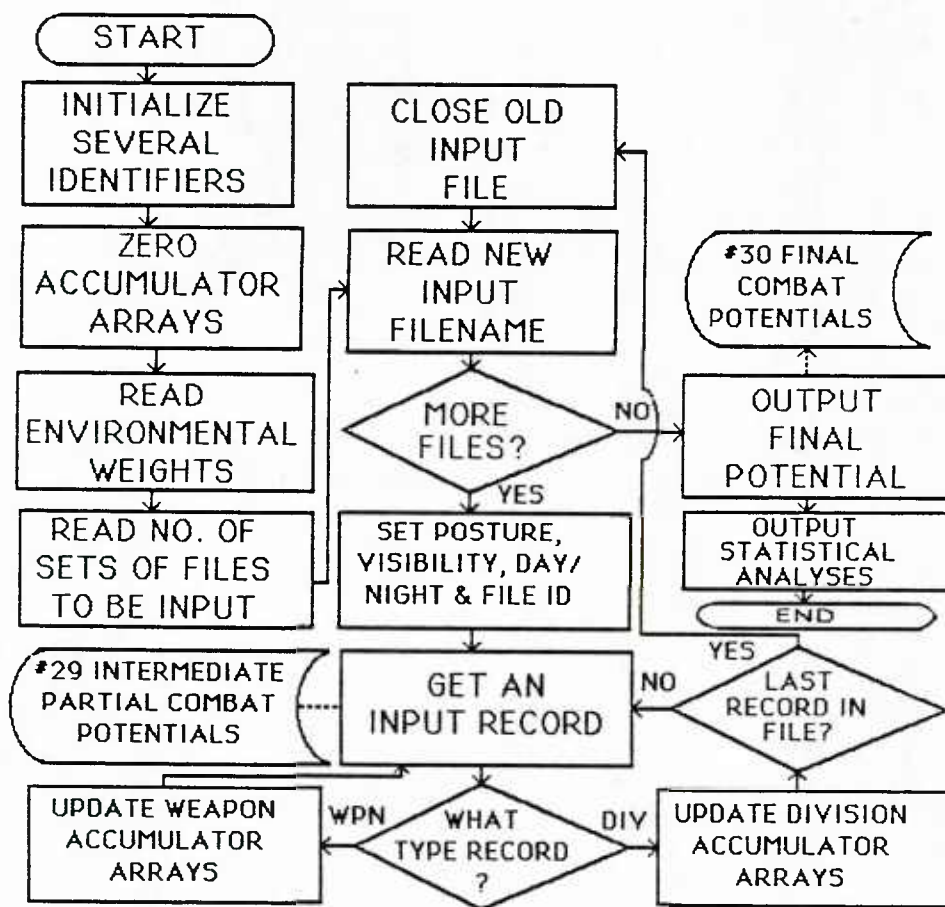


Figure G-10. Flow Diagram of the Basic Logic of the AFP Rollup and Stats Module

G-14. AFPSTATSTRAT is the current version of the source program for the AFP Rollup and Stats Module. The AFPSTATSTRAT source program is listed in Figure G-11.

a. The principal working arrays for accumulating results are:

(1) **WVAL(5,4,60,2).** Final combat potentials of weapons are developed within this array. During execution of the program, weighted intermediate partial combat potentials over all 16 combat environments and one or two random number seeds are accumulated within the array. An array element WVAL(I,J,K,L) is indexed:

(a) I=1 to 5 for the components of five-valued form of combat potentials: personnel, light armored vehicles, heavy armored vehicles, aircraft, and the weighted, rolled-up scalar.

(b) J=1 to 4 for the four kinds of potentials: unmodulated score, unmodulated CIP, modulated score, and modulated CIP.

(c) K=1 to 60 for the 60 different weapon types permitted.

(d) L=1 to 2 for the two sides: Blue and Red.

(2) **COP(5,2,2).** Final combat potentials of divisions (COPs) are developed within this array. During program execution, weighted partial COPs over all 16 combat environments and one or two random number seeds are accumulated within the array. An array element COP(I,J,K) is indexed:

(a) I=1 to 5 as in a(1)(a) above.

(b) J=1 to 2 for the two kinds of COPs: unmodulated COP and modulated COP.

(c) K=1 to 2 for the two sides: Blue and Red.

(3) **XVAL(5,4,60,2).** Simple arithmetic mean combat potentials (scores and CIPs) for weapon types are developed within this array. XVAL and WVAL would contain exactly the same results if the combat environmental weights applied in developing WVAL were all 1/16. The indexing of the elements XVAL(I,J,K,L) is exactly the same as for WVAL() above.

(4) **X2VAL(5,4,60,2).** The squares of the intermediate partial combat potentials are accumulated within this array for use in the determination of standard deviations across all 16 combat environments. The indexing of elements X2VAL(I,J,K,L) is exactly the same as for XVAL() and WVAL() above.

(5) **XCOP(5,2,2).** Simple arithmetic mean combat potentials (COPs) for divisions are developed within this array. XCOP and COP would contain exactly the same results if the combat environmental weights applied in developing COP() were all 1/16. The indexing of elements XCOP(I,J,K) is exactly the same as for COP() above.

```

1      C ROLLUP TARTY OUTPUT OVER ALL ENVIRONMENTS
2      C U. E. C. 26 SEP 83
3      C WITH MEANS AND STD. DEVS. 4 OCT 83
4      C WITH POSTURE SUB-MEANS 13 OCT 83
5      C WITH DAY/NIGHT SUBMEANS 21 OCT 83
6      C WITH VISIBILITY SUBMEANS 21 OCTOBER 83
7      C *MODIFIED TO HANDLE .LE. 16 ENVIRONMENTS 20 MAR 84
8      C
9      C DIMENSION WVAL(5,4,60,2),COP(5,2,2),ENVWTS(16),ISCNTW(6,2),
10     C 1 NTYPS(2),ISCNTS(12),X(5),ISCNTR(6,2),ISCNTT(12),JRECS(12),
11     C 2 DIVM(2),DIVD(2)
12     C DIMENSION XVAL(5,4,60,2),X2VAL(5,4,60,2),
13     C 1 XCOP(5,2,2),X2COP(5,2,2)
14     C DIMENSION PXVAL(5,4,60,2,4),PXCOP(5,2,2,4)
15     C DIMENSION DXVAL(5,4,60,2,2),DXCOP(5,2,2,2)
16     C DIMENSION VXVAL(5,4,60,2,2),VXCOP(5,2,2,2)
17     C DIMENSION MDAY(16),ENVSW(16)
18     C DIMENSION DAYCNT(2),VISCNT(2),POSCNT(4)
19     C EQUIVALENCE (ISCNTW,ISCNTS),(ISCNTR,ISCNTT)
20     C COMMON/AWRK/IWRK,IDUM,KTHTR,JTPD,JVIS,JPOS,JDAY
21     C COMMON/GLOBAL/IBFOR,IRFOR,JCASE
22     C COMMON/NAME/FNAME
23     C COMMON/FNVS/EWTTOT
24     C COMMON/STRAT/IREP,XSUM(5,4,16,60,2),XSQ(5,4,16,60,2),
25     C 1 CSUM(5,2,16,2),CSQ(5,2,16,2),XSTD(5,4,60,2),CSTD(5,2,2)
26     C CHARACTER*50 INSTR
27     C CHARACTER*20 FNAME,ONAME,DONE
28     C CHARACTER*3 KTHTR
29     C LOGICAL AUS1,AUS2,ENVSW,ELTSW
30     C DATA ISCNTW/
31     C 1 110,130,150,170,111,151,
32     C 2 120,140,160,180,121,161/
33     C DATA NTYPS/2*60/
34     C DATA ISCNTR/
35     C 1 10,30,50,70,11,51,
36     C 2 20,40,60,80,21,61/
37     C DATA JRECS/
38     C 1 1,2,3,4,1,2,
39     C 2 1,2,3,4,1,2/
40     C DATA MDAY/1,1,1,1,2,2,2,2,1,1,1,1,2,2,2,2/
41     C DATA ENVSW/16*.FALSE./
42     C DATA DAYCNT/2*0.0/,VISCNT/2*0.0/,POSCNT/4*0.0/
43     C
44     C READ OUTPUT RECORD IDENTIFIERS
45     C READ(5,4) KTHTR,JTPD,JVIS,JPOS,JDAY,IBFOR,IRFOR,JCASE
46     C 4 FORMAT(A3,I4,3I3,2I6,I5)
47     C
48     C N=0
49     C LOGICAL DESTINATION OF ROLLUP OUTPUT
50     C IWRK=30
51     C IPRNT=18

```

Figure G-11. Source Listing of the Main and Subprograms
of the AFP Rollup and Stats Module
(page 1 of 12 pages)

```

51      C      LOGICAL SOURCE OF TARTY FILES
52      ISOR=29
53      DONE='DONE'
54      C
55      CALL ZERO(WVAL,2400)
56      CALL ZERO(COP,20)
57      CALL ZERO(XVAL,2400)
58      CALL ZERO(X2VAL,2400)
59      CALL ZERO(XCOP,20)
60      CALL ZERO(X2COP,20)
61      CALL ZERO(PXVAL,4800)
62      CALL ZERO(PXCOP,80)
63      CALL ZERO(DXVAL,4800)
64      CALL ZERO(VXVAL,4800)
65      CALL ZERO(DXCOP,40)
66      CALL ZERO(VXCOP,40)
67      CALL ZERO(XSUM,38400)
68      CALL ZERO(XSQ,38400)
69      CALL ZERO(CSUM,720)
70      CALL ZERO(CSQ,720)
71      CALL ZERO(XSTD,2400)
72      CALL ZERO(CSTD,20)
73      C      READ THE ENVIRONMENTAL WEIGHTS
74      READ(5,1) (ENVWTS(I),I=1,16)
75      1 FORMAT(16F10.4)
76      C
77      C      READ THE NUMBER OF REPS EXPECTED & ELTSW SETTING
78      READ(5,1) REPS,ELTSW
79      IF(ELTSW) ISOR=5
80      IREP=IFIX(REPS)
81      IF(ELTSW) CALL FACS('BRKPT PRINTS/WARNING')
82      GOTO 95
83      C
84      90 CLOSE(ISOR)
85      95 CALL GETFIL(FNAME,IENV,DIVM(1),DIVD(1),DIVM(2),DIVD(2))
86      IF(FNAME.EQ.DONE) GOTO 2000
87      EWT=ENVWTS(IENV)/REPS
88      ENVSW(IENV)=.TRUE.
89      N=N+1
90      LPOS=1+MOD(IENV-1,4)
91      IF(IENV.LT.9) THEN
92          LVIS=1
93      ELSE
94          LVIS=2
95      ENDIF
96      LDAY=MDAY(IENV)
97      POSCNT(LPOS)=POSCNT(LPOS)+1.0
98      VISCNT(LVIS)=VISCNT(LVIS)+1.0
99      DAYCNT(LDAY)=DAYCNT(LDAY)+1.0
100     ONAME=FNAME

```

Figure G-11. Source Listing of the Main and Subprograms
of the AFP Rollup and Stats Module
(page 2 of 12 pages)

```

101      WRITE(18,3) FNAME
102      3      FORMAT(1X,A20)
103      IF(ELTSW) THEN
104          INSTR='@ADD,L '//ONAME
105      ELSE
106          INSTR='@USE 29., '//ONAME//'. '
107      ENDIF
108      CALL FACSF(INSTR)
109  C
110      100 CALL GETREC(ISCNT,IWP,N,X,ISOR)
111      DO 200 I=1,12
112      IF(ISCNT.NE.ISCNTT(I)) GOTO 200
113      IS=I
114      GOTO 300
115      200 CONTINUE
116      WRITE(IPRNT,2) ISCNT
117      2      FORMAT(/' UNRECOGNIZABLE RECORD TYPE=',IS/)
118      IERR1=IERR1+1
119      IF(IERR1.LT.10) GOTO 100
120      STOP 'IERR1'
121  C
122      300 IREC=JRECS(IS)
123      IF(IS.LT.7) THEN
124          ISIDE=1
125      ELSE
126          ISIDE=2
127      ENDIF
128  C
129      IF((IS.EQ.5).OR.(IS.EQ.6).OR.(IS.EQ.11).OR.(IS.EQ.12)) GOTO 500
130  C
131      HERE IF WEAPON RECORD READ
132  C
133      CIPS DO NOT NEED ADJUSTMENT FOR NUMBER OF DIVISIONS
134  C
135      ZZ=1.0
136      ZZ2=1.0
137      IF(MOD(IS,2).EQ.0) THEN
138          XX=EWT
139      ELSE
140          XX=EWT*DIVM(ISIDE)/DIVD(ISIDE)
141          ZZ=DIVM(ISIDE)/DIVD(ISIDE)
142          ZZ2=ZZ*ZZ
143      ENDIF
144  C
145      DO 450 I=1,5
146      XY=X(I)
147      WVAL(I,IREC,IWP,N,ISIDE)=WVAL(I,IREC,IWP,N,ISIDE)+
148      1 XX*XY
149      XVAL(I,IREC,IWP,N,ISIDE)=XVAL(I,IREC,IWP,N,ISIDE)+ZZ*XY
150      X2VAL(I,IREC,IWP,N,ISIDE)=X2VAL(I,IREC,IWP,N,ISIDE)+ ZZ2*XY*XY

```

Figure G-11. Source Listing of the Main and Subprograms
of the AFP Rollup and Stats Module
(page 3 of 12 pages)

```

151      PXVAL(I,IREC,IWPN,ISIDE,LPOS)=PXVAL(I,IREC,IWPN,ISIDE,LPOS)
152      1 + ZZ*XY
153      DXVAL(I,IREC,IWPN,ISIDE,LDAY)=DXVAL(I,IREC,IWPN,ISIDE,
154      1 LDAY)+ZZ*XY
155      VXVAL(I,IREC,IWPN,ISIDE,LVIS)=VXVAL(I,IREC,IWPN,ISIDE,
156      1 LVIS)+ZZ*XY
157      XSUM(I,IREC,IENV,IWPN,ISIDE)=XSUM(I,IREC,IENV,IWPN,ISIDE)+
158      1 ZZ*XY
159      XSQ(I,IREC,IENV,IWPN,ISIDE)=XSQ(I,IREC,IENV,IWPN,ISIDE)+
160      1 ZZ2*XY*XY
161      450 CONTINUE
162      GOTO 100
163
164      C
165      C HERE IF COP RECORD READ
166      500 ZZ=DIVM(ISIDE)/DIVD(ISIDE)
167      ZZ2=ZZ*ZZ
168      C
169      DO 550 I=1,5
170      XY=X(I)
171      COP(I,IREC,ISIDE)=COP(I,IREC,ISIDE)+XY*EWT*ZZ
172      XCOP(I,IREC,ISIDE)=XCOP(I,IREC,ISIDE)+ZZ*XY
173      X2COP(I,IREC,ISIDE)=X2COP(I,IREC,ISIDE)+ZZ2*XY*XY
174      PXCOP(I,IREC,ISIDE,LPOS)=PXCOP(I,IREC,ISIDE,LPOS)+
175      1 ZZ*XY
176      DXCOP(I,IREC,ISIDE,LDAY)=DXCOP(I,IREC,ISIDE,LDAY)+
177      1 ZZ*XY
178      VXCOP(I,IREC,ISIDE,LVIS)=VXCOP(I,IREC,ISIDE,LVIS)+
179      1 ZZ*XY
180      CSUM(I,IREC,IENV,ISIDE)=CSUM(I,IREC,IENV,ISIDE)+ZZ*XY
181      CSQ(I,IREC,IENV,ISIDE)=CSQ(I,IREC,IENV,ISIDE)+ZZ2*XY*XY
182      550 CONTINUE
183      C
184      C ISCNT = 61 IS LAST RECORD OF AN ENVIRONMENT
185      C IF((ISCNT.EQ.61).AND.ELTSW) GOTO 95
186      C IF(ISCNT.EQ.61) GOTO 90
187      C GOTO 100
188
189      C
190      C OUTPUT GRAND REPORT
191      2000 IF(ELTSW) THEN
192      CALL FACSF('DBRKPT PRINTS')
193      CALL FACSF('DBRKPT PRINTS/G6RESULTS')
194      CALL FACSF('FREE WARNING.')
195      ENDF
196      EWTTOT=0.0
197      DO 2100 IE=1,16
198      IF(ENVSU(IE)) EWTTOT=EWTTOT+ENVWTS(IE)
199      2100 CONTINUE
200      EWTTOT=1.0/EWTTOT
201
202      C
203      C FOR WEAPONS BY SIDE
204      DO 5000 ISIDE=1,2

```

Figure G-11. Source Listing of the Main and Subprograms
of the AFP Rollup and Stats Module
(page 4 of 12 pages)

```

201      DO 4000 IWPN=1,NTYPS(ISIDE)
202      DO 3000 IREC=1,4
203      CALL OUTREX(ISCNTW(IREC,ISIDE),IWPN,WVAL(1,IREC,IWPN,
204      1 ISIDE))
205      3000 CONTINUE
206      4000 CONTINUE
207      5000 CONTINUE
208      C
209      C      FOR COPS BY SIDE
210      C
211      DO 7000 ISIDE=1,2
212      DO 6000 IREC=1,2
213      CALL OUTREX(ISCNTW(IREC+4,ISIDE),C,COP(1,IREC,ISIDE))
214      6000 CONTINUE
215      7000 CONTINUE
216      C
217      C
218      WRITE(6,5)
219      5 FORMAT('1 SCORES, CIPS, & COPS BY POSTURE--')
220      IF(IREP.GT.1) CALL STRATS(ENVWTS)
221      C
222      C      OUTPUT WEAPONS BY POSTURE, DAY/NIGHT, CLEAR/DEGRADED
223      C
224      DO 10000 ISIDE=1,2
225      DO 9900 IWPN=1,NTYPS(ISIDE)
226      AUS2=.FALSE.
227      DO 9800 IREC=1,4
228      AUS1=.FALSE.
229      DO 9700 KPOS=1,4
230      CALL OUTPOS(ISCNTW(IREC,ISIDE),IWPN,PXVAL(1,IREC,IWPN,
231      1 ISIDE,KPOS),KPOS,POSCNT,AUS1,AUS2,PXVAL(5,IREC,IWPN,
232      2 ISIDE,2),ISIDE)
233      9700 CONTINUE
234      IF(AUS1) WRITE(6,7)
235      AUS1=.FALSE.
236      DO 9720 KDAY=1,2
237      CALL OUTDAY(ISCNTW(IREC,ISIDE),IWPN,DXVAL(1,IREC,
238      1 IWPN,ISIDE,KDAY),KDAY,DAYCNT,AUS1,AUS2)
239      9720 CONTINUE
240      IF(AUS1) WRITE(6,7)
241      AUS1=.FALSE.
242      DO 9740 KVIS=1,2
243      CALL OUTVIS(ISCNTW(IREC,ISIDE),IWPN,VXVAL(1,IREC,
244      1 IWPN,ISIDE,KVIS),KVIS,VISCNT,AUS1,AUS2)
245      9740 CONTINUE
246      IF(AUS1) THEN
247      WRITE(6,7)
248      7 FORMAT('1CH -----')
249      CALL OUTSTT(ISCNTW(IREC,ISIDE),IWPN,XVAL(1,
250      1 IREC,IWPN,ISIDE),X2VAL(1,IREC,IWPN,ISIDE),N)

```

Figure G-11. Source Listing of the Main and Subprograms
of the AFP Rollup and Stats Module
(page 5 of 12 pages)


```

251      IF(IREP.GT.1) CALL OUTWT(ISCNTW(IREC,ISIDE),IWP,N,
252      1 WVAL(1,IREC,IWP,N,ISIDE),XSTD(1,IREC,IWP,N,ISIDE))
253      WRITE(6,6)
254      ENDIF
255      9800 CONTINUE
256      IF(AUS2) WRITE(6,6)
257      9900 CONTINUE
258      10000 CONTINUE
259      0 FORMAT(' ')
260      C
261      C      OUTPUT COPS BY POSTURE, DAY/NIGHT, CLEAR/DEGRADED
262      C
263      DO 11000 ISIDE=1,2
264      DO 10900 IREC=1,2
265      DO 10800 KPOS=1,4
266      CALL OUTPOS(ISCNTW(IREC+4,ISIDE),C,PXCOP(1,IREC,ISIDE,
267      1 KPOS),KPOS,POSCNT,AUS1,AUS2,PXCOP(5,IREC,ISIDE,2),ISIDE)
268      10800 CONTINUE
269      WRITE(6,7)
270      DO 10820 KDAY=1,2
271      CALL OUTDAY(ISCNTW(IREC+4,ISIDE),C,DXCOP(1,IREC,
272      1 ISIDE,KDAY),KDAY,DAYCNT,AUS1,AUS2)
273      10820 CONTINUE
274      WRITE(6,6)
275      DO 10840 KVIS=1,2
276      CALL OUTVIS(ISCNTW(IREC+4,ISIDE),C,VXCOP(1,IREC,
277      1 ISIDE,KVIS),KVIS,VISCNT,AUS1,AUS2)
278      10840 CONTINUE
279      WRITE(6,7)
280      CALL OUTSTT(ISCNTW(IREC+4,ISIDE),C,
281      1 XCOP(1,IREC,ISIDE),X2COP(1,IREC,ISIDE),N)
282      IF(IREP.GT.1) CALL OUTWT(ISCNTW(IREC+4,ISIDE),C,
283      1 COP(1,IREC,ISIDE),CSTD(1,IREC,ISIDE))
284      WRITE(6,6)
285      10900 CONTINUE
286      WRITE(6,6)
287      11000 CONTINUE
288      CALL BYENV(WVAL,COP)
289      STOP OK
290      C
291      SUBROUTINE ZEPO(X,N)
292      DIMENSION X(N)
293      DO 100 I=1,N
294      X(I)=0.0
295      100 CONTINUE
296      RETURN
297      END
298      C
299      SUBROUTINE OUTREX(ISCNT,IDWP,N,X)
300      DIMENSION A(5),X(5)

```

Figure G-11. Source Listing of the Main and Subprograms
of the AFP Rollup and Stats Module
(page 6 of 12 pages)

```

301      COMMON/ENV5/EWTTOT
302  C
303      CHARACTER*3 KTHTR
304      COMMON/ABRK/IWRK,IDUM,KTHTR,JTPD,JVIS,JPOS,JDAY
305      COMMON/GLOBAL/IBFOR,IRFOR,JCASE
306      DO 100 I=1,5
307      IF(X(I).GT.C.0) GOTO 200
308 100 CONTINUE
309      RETURN
310  C
311      DO 300 I=1,5
312      300 A(I)=EWTTOT*X(I)
313  C
314      WRITE(IWRK,1) ISCNT,KTHTR,JTPD,JVIS,JPOS,JDAY,IDWPN,
315      1 A(1),A(2),A(3),A(4),A(5),IBFOR,IRFOR,JCASE
316      RETURN
317  C
318      1 FORMAT(15,A3,I4,3I3,15,5F10.3,2I6,15)
319      END
320  C
321      SUBROUTINE GETREC(ISCNT,IWPN,X,ISOR)
322      DIMENSION X(5)
323      COMMON/NAME/FNAME
324      CHARACTER*20 FNAME
325      READ(ISOR,1,END=100,ERR=50,IOSTAT=K) ISCNT,KTHTR,
326      1 JTPD,JVIS,JPOS,JDAY,IWPN,X(1),X(2),X(3),X(4),X(5)
327      40 IR=IR+1
328      RETURN
329      1 FORMAT(15,A3,I4,3I3,15,5F10.3,2I6,15)
330  C
331      50 IERR=IOCC()
332      WRITE(6,3) IERR
333      3 FORMAT(' IOERR TYPE=',I6)
334      IF(IERR.EQ.1015) GOTO 40
335      WRITE(18,2) IR,FNAME
336      STOP 'IERR3'
337  C
338      100 WRITE(18,2) IR, FNAME
339      STOP 'IERR2'
340      2 FORMAT (' LAST RECORD READ = ', I6,2X,A20)
341      END
342  C
343      SUBROUTINE GETFIL(FNAME,IENV,DIVM1,DIVD1,DIVM2,DIVD2)
344      CHARACTER*20 FNAME
345      READ(5,1) IENV,DIVM1,DIVD1,DIVM2,DIVD2,FNAME
346      RETURN
347      1 FORMAT(I3,4F3.0,2X,A20)
348      END
349  C
350      SUBROUTINE OUTSTT(ISCNT,IDWPN,A,B,N)

```

Figure G-11. Source Listing of the Main and Subprograms
of the AFP Rollup and Stats Module
(page 7 of 12 pages)

```

351 DIMENSION A(5),B(5),X1(5),X2(5)
352 C
353 DO 100 I=1,5
354 IF(A(I).GT.0.0) GOTO 200
355 100 CONTINUE
356 RETURN
357 C
358 200 RN=N
359 SRN=SQRT(RN)
360 RN1=(RN-1.0)*RN
361 DO 300 I=1,5
362 X1(I)=A(I)/RN
363 X2(I)=SQRT(ABS((RN*B(I)-A(I)*A(I)))/RN1)/SRN
364 300 CONTINUE
365 C
366 WRITE(6,1) ISCNT,'RAW MEANS',IDWPN,(X1(I),I=1,5)
367 WRITE(6,1) ISCNT,'RAW STD.DEVS.',IDWPN,(X2(I),I=1,5)
368 RETURN
369 1 FORMAT(I5,1X,A15,I5,5F10.3)
370 END
371 C
372 SUBROUTINE OUTPOS(ISCNT,IDWPN,A,KPOS,RN4,AUS1,AUS2,REF,ISIDE)
373 DIMENSION A(5),X(5),RN4(4),RATS(4,2)
374 CHARACTER*5 LOS(2)
375 LOGICAL AUS1,AUS2
376 DATA RATS/
377 1 0.33333,1.0,0.25,3.0,
378 2 3.0,1.0,4.0,0.33333/
379 DATA LOS/'RLOS=','BLOS='
380 C
381 DO 100 I=1,5
382 IF(A(I).GT.0.0) GOTO 200
383 100 CONTINUE
384 RETURN
385 200 XR=0.0
386 IF(RN4(2).GT.0.0) XR=REF/RN4(2)
387 DO 300 I=1,5
388 X(I)=A(I)/RN4(KPOS)
389 300 CONTINUE
390 XLOS=X(5)*RATS(KPOS,ISIDE)
391 XREF=XR*RATS(KPOS,ISIDE)
392 DIF=XREF-XLOS
393 C
394 AUS1=.TRUE.
395 AUS2=.TRUE.
396 WRITE(6,1) ISCNT,KPOS,IDWPN,(X(I),I=1,5),LOS(ISIDE),
397 1 XLOS,XREF,DIF
398 RETURN
399 C
400 1 FORMAT(I5,' POSTURE=',I2,' IDWPN=',I3,5F10.3,1X,A5,F10.3,

```

Figure G-11. Source Listing of the Main and Subprograms
of the AFP Rollup and Stats Module
(page 8 of 12 pages)

```

401      1  REF=' ,F10.3, ' DIFF=' ,F10.3)
402      C
403      END
404      C
405      SUBROUTINE OUTDAY(ISCNT,IDWPN,A,KDAY,RN8,AUS1,AUS2)
406      DIMENSION A(5),X(5),RN8(2)
407      CHARACTER*5 DAY(2)
408      LOGICAL AUS1,AUS2
409      C
410      DATA DAY/'DAY ','NIGHT'/
411      C
412      DO 100 I=1,5
413      IF(A(I).GT.0.0) GOTO 200
414      100 CONTINUE
415      RETURN
416      C
417      200 DO 300 I=1,5
418      X(I)=A(I)/RN8(KDAY)
419      300 CONTINUE
420      C
421      AUS1=.TRUE.
422      AUS2=.TRUE.
423      WRITE(6,1) ISCNT,DAY(KDAY),IDWPN,(X(I),I=1,5)
424      RETURN
425      C
426      1  FORMAT(I5,' TIME=' ,A5,' IDWPN=' ,I3,5F10.3)
427      C
428      END
429      C
430      SUBROUTINE OUTVIS(ISCNT,IDWPN,A,KVIS,RN8,AUS1,AUS2)
431      DIMENSION A(5),X(5),RN8(2)
432      CHARACTER*8 VIS(2)
433      LOGICAL AUS1,AUS2
434      C
435      DATA VIS/'CLEAR ','DEGRADED'/
436      C
437      DO 100 I=1,5
438      IF(A(I).GT.0.0) GOTO 200
439      100 CONTINUE
440      RETURN
441      C
442      200 DO 300 I=1,5
443      X(I)=A(I)/RN8(KVIS)
444      300 CONTINUE
445      C
446      AUS1=.TRUE.
447      AUS2=.TRUE.
448      WRITE(6,1) ISCNT,VIS(KVIS),IDWPN,(X(I),I=1,5)
449      RETURN
450      C

```

Figure G-11. Source Listing of the Main and Subprograms
of the AFP Rollup and Stats Module
(page 9 of 12 pages)

```

451      1 FORMAT(15,3X,A8,' IDWPN=',13,6F10.3)
452
453      C
454      END
455
456      C
457      SUBROUTINE STRATS(ENVWTS)
458      G.E.C. -- 4/28/84
459      COMMON/STRAT/IREP,XSUM(5,4,16,60,2),XSQ(5,4,16,60,2),
460      1 CSUM(5,2,16,2),CSQ(5,2,16,2),XSTD(5,4,60,2),CSTD(5,2,2)
461      DIMENSION ENVWTS(16)
462      R=FLOAT(IREP)
463      R1=FLOAT(IREP-1)
464      RR1=R*R1
465
466      C
467      DO 3000 IS=1,2
468      DO 2000 IE=1,16
469      E=ENVWTS(IE)**2
470      DO 1000 IC=1,5
471      DO 800 IREC=1,4
472      DO 700 IW=1,60
473      XSTD(IC,IREC,IW,IS)=XSTD(IC,IREC,IW,IS)+E*
474      1 (XSQ(IC,IREC,IE,IW,IS)-(XSUM(IC,IREC,IE,IW,IS)**2)/R)
475      700 CONTINUE
476      800 CONTINUE
477      DO 900 ICOP=1,2
478      CSTD(IC,ICOP,IS)=CSTD(IC,ICOP,IS)+E*
479      1 (CSQ(IC,ICOP,IE,IS)-(CSUM(IC,ICOP,IE,IS)**2)/R)
480      900 CONTINUE
481      1000 CONTINUE
482      2000 CONTINUE
483      DO 2900 IC=1,5
484      DO 2800 IREC=1,4
485      DO 2700 IW=1,60
486      XSTD(IC,IREC,IW,IS)=SQRT(ABS(XSTD(IC,IREC,IW,IS)/RR1))
487      2700 CONTINUE
488      2800 CONTINUE
489      DO 2850 ICOP=1,2
490      CSTD(IC,ICOP,IS)=SQRT(ABS(CSTD(IC,ICOP,IS)/RR1))
491      2850 CONTINUE
492      2900 CONTINUE
493      3000 CONTINUE
494      RETURN
495      END
496
497      C
498      SUBROUTINE OUTWT(ISCNT,IDWPN,A,B)
499      G.E.C. -- 4/28/84
500      DIMENSION A(5),B(5)
501
502      C
503      DO 100 I=1,5
504      IF(A(I).GT.0.0) GOTO 200
505      100 CONTINUE

```

Figure G-11. Source Listing of the Main and Subprograms
of the AFP Rollup and Stats Module
(page 10 of 12 pages)

```

501      RETURN
502
503      C
504      200 WRITE(6,1) ISCNT,'WTD. MEANS      ',IDWPN,(A(I),I=1,5)
505      WRITE(6,1) ISCNT,'WTD.STD.DEVS.    ',IDWPN,(B(I),I=1,5)
506      RETURN
507      1 FORMAT(15,1X,A15,I5,5F10.3)
508      END
509
510      C
511      SUBROUTINE BYENV(WVAL,COP)
512      G.E.C. -- 5/24/84
513      COMMON/STRAT/IREP,XSUM(5,4,16,60,2),XSQ(5,4,16,60,2),
514      1 CSUM(5,2,16,2),CSQ(5,2,16,2),XSTD(5,4,60,2),CSTD(5,2,2)
515      DIMENSION WVAL(5,4,60,2),SCRTCH(16),VCRTCH(16),COP(5,2,2)
516      LOGICAL SDEVS
517      SDEVS=.FALSE.
518      IF(IREP.GT.1) SDEVS=.TRUE.
519      R2=0.0
520      R=FLOAT(IREP)
521      R1=R-1.0
522      IF(SDEVS) R2=1.0/(R*R1)
523      CALL EHEAD
524      C
525      MCIPS
526      DO 3000 IS=1,2
527      DO 1000 IW=1,60
528      DO 900 IE=1,16
529      X=XSUM(5,4,IE,IW,IS)
530      X2=XSQ(5,4,IE,IW,IS)
531      SCRTCH(IE)=X/R
532      IF(SDEVS) VCRTCH(IE)=SQRT(ABS(R2*(R*X2-X*X)))
533      900 CONTINUE
534      CALL CLINE(SDEVS,IW,IS,SCRTCH,VCRTCH,WVAL(5,4,IW,IS))
535      1000 CONTINUE
536      3000 CONTINUE
537      C
538      MCOPS
539      DO 4000 IS=1,2
540      DO 3900 IE=1,16
541      X=CSUM(5,2,IE,IS)
542      X2=CSQ(5,2,IE,IS)
543      SCRTCH(IE)=X/R
544      IF(SDEVS) VCRTCH(IE)=SQRT(ABS(R2*(R*X2-X*X)))
545      3900 CONTINUE
546      CALL CLINE(SDEVS,IS,SCRTCH,VCRTCH,COP(5,2,IS))
547      4000 CONTINUE
548      RETURN
549      END
550
551      C
552      SUBROUTINE EHEAD
553      G.E.C. -- 5/24/84
554      WRITE(6,1) (I,I=1,16)
555      RETURN

```

Figure G-11. Source Listing of the Main and Subprograms
of the AFP Rollup and Stats Module
(page 11 of 12 pages)

```

551      1 FORMAT('1',16X,16(I3,3X))
552      END
553      C
554      SUBROUTINE ELINE(SDEVS,IW,IS,X,Y,Z)
555      C      G.E.C. -- 5/24/84
556      DIMENSION X(16),Y(16)
557      LOGICAL SDEVS
558      COMMON/LINE/N
559      DO 100 I=1,16
560      IF(X(I).GT.0.0) GOTO 200
561      100 CONTINUE
562      RETURN
563      C
564      200 NLINE=NLINE+2
565      IF(NLINE.GE.80) THEN
566      NLINE=0
567      CALL EHEAD
568      ENDIF
569      WRITE(6,1) IS,IW,(X(I),I=1,16),Z
570      1 FORMAT(/,SIDE=',I2,' WPN=',I2,17F6.2)
571      IF(.NOT.SDEVS) RETURN
572      NLINE=NLINE+1
573      WRITE(6,2) (Y(I),I=1,16)
574      2 FORMAT(' STD.DEVS.',16F6.2)
575      END
576      C
577      SUBROUTINE CLINE(SDEVS,IS,X,Y,Z)
578      C      G.E.C. -- 6/1/84
579      DIMENSION X(16),Y(16),KX(16),KY(16)
580      LOGICAL SDEVS
581      COMMON/LINE/N
582      DO 100 I=1,16
583      IF(X(I).GT.0.0) GOTO 200
584      100 CONTINUE
585      RETURN
586      C
587      200 NLINE=NLINE+2
588      IF(NLINE.GE.80) THEN
589      NLINE=0
590      CALL EHEAD
591      ENDIF
592      DO 1000 I=1,16
593      KX(I)=X(I)
594      1000 CONTINUE
595      KZ=Z
596      WRITE(6,1) IS,(KX(I),I=1,16),KZ
597      1 FORMAT(/,SIDE=',I2,' MCOP=',I2,17I6)
598      IF(.NOT.SDEVS) RETURN
599      NLINE=NLINE+1
600      DO 2000 I=1,16
601      KY(I)=Y(I)
602      2000 CONTINUE
603      WRITE(6,2) (KY(I),I=1,16)
604      2 FORMAT(' STD.DEVS.',16I6)
605      END

```

Figure G-11. Source Listing of the Main and Subprograms
of the AFP Rollup and Stats Module
(page 12 of 12 pages)

(6) **X2COP(5,2,2)**. The squares of the intermediate partial combat potentials are accumulated within this array for use in the determination of standard deviations across all 16 combat environments for divisions. The indexing of elements X2COP(I,J,K) is exactly the same as for COP() and XCOP() above.

(7) **PXVAL(5,4,60,2,4)**. Stratified simple arithmetic mean combat potentials for each weapon type for each combat posture are developed within this array. For the first four indices I, J, K, and L, the indexing of elements PXVAL(I,J,K,L,M) is exactly the same as for WVAL() above. PXVAL() possesses a fifth index, M. M=1 to 4 for the four combat postures: RAPD, STATIC, RADE, and BAPD.

(8) **PXCOP(5,2,2,4)**. Stratified simple arithmetic mean combat potentials for each division for each combat posture are developed within this array. For the first three indices I, J, and K, the indexing of elements of PXCOP() is exactly the same as for COP() above. PXCOP() possesses a fourth index, K. K=1 to 4 for the four combat postures: RAPD, STATIC, RADE, and BAPD.

(9) **DXVAL(5,4,60,2,2)**. Stratified simple arithmetic mean combat potentials for each weapon type for each of daytime and nighttime are developed within this array. The indices I, J, K, and L have the same significance as for WVAL() above. The fifth index of DXVAL(I,J,K,L,M) is M. M=1 to 2 for the two diurnal conditions: daytime and nighttime.

(10) **DXCOP(5,2,2,2)**. Stratified simple arithmetic mean combat potentials for each division for daytime and nighttime are developed within this array. The indices I, J, and K have the same significance as for COP() above. The fourth index of DXCOP(I,J,K,L) is L. L=1 to 2 for the two diurnal conditions: daytime and nighttime.

(11) **VXVAL(5,4,60,2,2)**. Stratified simple arithmetic mean combat potentials for each weapon type for each visibility condition are developed within this array. The indices I, J, K, and L have the same significance as for WVAL() above. The fifth index of VXVAL(I,J,K,L,M) is M. M=1 to 2 for the two visibility conditions: clear and degraded.

(12) **VXCOP(5,2,2,2)**. Stratified simple arithmetic mean combat potentials for each division for each visibility condition are developed within this array. The indices I, J, and K have the same significance as for COP() above. The fourth index of VXCOP(I,J,K,L) is L. L=1 to 2 for the two visibility conditions: clear and degraded.

(13) **XSUM(5,4,16,60,2)**. For weapons, array XSUM() stores sums of partial combat potentials by combat environment for use in computations of weighted stratified variances over two or more replications. The array XSUM() generalizes the array WVAL(), above, by the inclusion of an additional index, JE. An array element XSUM(I,J,JE,K,L) is indexed similarly to WVAL(I,J,K,L) with the addition that JE = 1 to 16 for combat environments.

(14) **XSQ(5,4,16,60,2)**. For weapons, array XSQ() stores sums of squares of partial combat potentials by combat environment for use in computations of weighted stratified variances over two or more replications. An array element XSQ(I,J,JE,K,L) is indexed exactly as is XSUM() immediately above.

(15) **XSTD(5,4,60,2)**. For weapons, array XSTD() stores weighted, stratified standard deviations of partial combat potentials as developed from arrays XSUM() and XSTD(). An array element XSTD(I,J,K,L) is indexed exactly as WVAL() above.

(16) **CSUM(5,2,16,2)**. For divisions, array CSUM() stores sums of partial COPs by combat environment for use in computations of weighted, stratified variances in COPs over two or more replications. The array CSUM() generalizes the array COP() by the inclusion of an additional index, JE. An array element CSUM(I,J,JE,K) is indexed similarly to COP(I,J,K) with the addition of JE = 1 to 16 for combat environments.

(17) **CSQ(5,2,16,2)**. For divisions, array CSQ() stores sums of squares of COPs by combat environment for use in computations of weighted, stratified variances in COPs over two or more replications. An array CSQ(I,J,JE,K) is indexed exactly as is CSUM() immediately above.

(18) **CSTD(5,2,2)**. For divisions, array CSTD() stores weighted standard deviations of COPs as developed from arrays CSUM() and CSQ(). An array element CSTD(I,J,K) is indexed exactly as COP() above.

b. Several small arrays are used to store needed data.

(1) **ISCNTR(6,2)**. The identifiers of record types within the intermediate partial combat potential files are stored in this array for comparison with input records read. An array element ISCNTR(I,J) is indexed:

(a) I=1 to 6 for the input record type: unmodulated score, unmodulated CIP, modulated score, modulated CIP, unmodulated COP, and modulated COP. All these refer on input, of course, to partial combat potentials.

(b) J=1 to 2 for sides: Blue and Red.

(2) **ISCNTW(6,2)**. The identifiers of record types output to the final combat potentials file are stored for reference and use during output. An array element ISCNTW(I,J) is indexed:

(a) I=1 to 6 for the output record type: unmodulated score, unmodulated CIP, modulated score, modulated CIP, unmodulated COP, and modulated COP.

(b) J=1 to 2 for sides: Blue and Red.

(3) **ENVWTS(16)**. The weights to be used in summing partial combat potentials over the 16 combat environments are input to this array for reference and used during the actual weighted summing. The weights should be

nonnegative and sum to 1.0. An array element ENVWTS(I) is indexed: I=1 to 16 for the normal combat environments, consecutively.

(4) **JRECS(12)**. This array stores identifiers linking the input record types to the indices of the kinds of potentials being developed. There are 12 input record identifiers: 10, 30, 50, 70, 11, 51, 20, 40, 60, 80, 21, and 61. The elements of JRECS() have values: 1, 2, 3, 4, 1, 2, 1, 2, 3, 4, 1, and 2. The first through fourth and seventh through tenth JRECS() values provide the indices to the unmodulated score, unmodulated CIP, modulated score, and modulated CIP positions within the weapon-related accumulator arrays described above. The fifth, sixth, eleventh, and twelfth JRECS() values provide the indices to the unmodulated COP and modulated COP positions within the division-related accumulator arrays described above.

(5) **MDAY(16)**. The arrays store a "1" for daytime and a "2" for nighttime in those elements corresponding to the normal sequence of combat environments.

(6) **DIVM(2)**. This array provides temporary storage of an adjusting multiplier for each of Red and Blue during the processing of an intermediate partial combat potential file. An element from DIVM() is always used with a corresponding element from the sister array DIVD().

(7) **DIVD(2)**. This array provides temporary storage of an adjusting divisor for each of Red and Blue during the processing of an intermediate partial combat potential file. An element from DIVD() is always used with a corresponding element from the sister array DIVM(). Partial potentials, P, are adjusted to new values Q in accord with the transformation $Q = P * DIVM(I)/DIVD(I)$, where I indexes the side. As noted earlier in this appendix, the feature is provided in the event that an input file contains partial potentials for more than a single division. When the potentials do reflect a single division, both DIVM(I) and DIVD(I) should be 1.0.

c. X(5) serves as the program buffer for repeatedly receiving five-valued sets of intermediate partial potentials during the reading of the many input files. Values temporarily stored in X() are transferred to the appropriate accumulator arrays during processing.

G-15. The AFPSTATS source listing in Figure G-11 includes some intralinear comments. The following paragraphs provide some additional commentary.

a. **Lines 8-28** in Figure G-11 provide the needed declarative statements, mostly for the arrays described above. Some scalar character and logical variables are also declared.

b. **Lines 29-41** initialize reference arrays with identifiers and indices needed for correct processing and accumulation of input partial combat potentials.

c. **Line 44** begins the executable statements. Lines 44-45 initialize several variables from values in the input stream. JVIS, JPOS, and JDAY, by convention, are zero-valued identifiers in final combat potential output

records. The final potentials are weighted over all environments; "0" symbolizes all environments.

d. Line 47 initializes the "files read" counter N.

e. Lines 49-53. Logical unit 30 is the output file for final combat potentials. Logical unit 29 is the source of input partial combat potential files. Logical unit 6 is the standard FORTRAN/UNIVAC print file. "DONE" is an end-of-input files marker.

f. Lines 55-72 zero the accumulator arrays.

g. Lines 74-75 provide for the input of the 16 combat environmental weights, unformatted.

h. Lines 78-81 get the single-valued quantity specifying the number of replications (that is, random number seeds), and hence, the number of file sets to be input. The lines also get the logical value ELTSW specifying whether partial potentials are to be read as elements. If elements are to be read, the source is set to logical unit #5. Records within the elements contain more than 80 characters. All UNIVAC system warnings to that effect are diverted to temporary file WARNING.

i. Line 82. The first time through, there is no need to close unit 29.

j. Line 85. Gets the name of a file to be read, the combat environment to which it corresponds, and the Blue and Red division adjustment factors (usually 1.0). The name may be the end-of-files marker, "DONE".

k. Line 86. Checks to see whether all the files have been read. If so, jump to begin output of final combat potentials.

l. Lines 87-88. Set EWT to the corresponding combat environmental weight divided by the number of replications (seeds). Set switch for the corresponding environment to .TRUE.

m. Line 89. Increments the counter of files read, even though have not read any of the current file yet!

n. Lines 90-96

(1) Set LPOS to the combat posture of the current input file. The expression given returns the correct posture over combat environments 1 to 16.

(2) Lines 91-95. Set LVIS to 1 if clear and 2 if degraded visibility.

(3) Line 96. Sets LDAY to 1 if daytime and to 2 if nighttime.

o. Lines 97-99. Increment stratified environment counters.

p. Lines 100-102. Save and print the current file name. Name is printed in the event something fails; operator then can tell how far along the module had run before trouble hit.

q. Lines 103-107. Concatenate an EXEC level instruction depending on whether files or elements are to be read.

r. Line 102. Calls FACS F to attach the physical file to logical unit 29 or add the physical element to logical unit 5.

s. Line 110. Gets a record from the current file.

t. Lines 111-115. Determine what type of record was just read.

u. Lines 116-120. Here only if record was not identifiable. Go read another record only if fewer than 10 such failures have occurred.

v. Lines 122-127. Line 122 sets the index of the kind of partial combat potential supplied in the input record. Lines 123-127 set the side index for Blue (1) or Red (2).

w. Line 129. Line 129 checks whether the record applies to an entire division; and, if so, transfers control to statement 500 for division processing.

x. Lines 135-162. This section is for the processing of the partial combat potentials of a weapon type.

(1) Weapons scores are adjusted, but CIPs do not require adjustment. The arithmetic applied later is the same for both scores and CIPs. But the adjustment factors ZZ and ZZ2 are left at 1.0 for CIPs (lines 135 and 136).

(2) An even-numbered record index corresponds to a CIP. Odd numbers correspond to scores. Hence, the IF clause (lines 137-143) simply sets the variable XX to the environmental weight for use with CIPs but modifies the CIPs and the adjustment factors with DIVM (ISIDE) and DIVD (ISIDE). The latter two factors are usually 1.0 anyway.

(3) Lines 145-161 loop over the components of five-valued partial combat potential. Each component is stored temporarily in variable XY. Then with or without modification by ZZ or ZZ2, as appropriate, XY or (XY * XY) is added to the corresponding elements of the accumulator arrays in succession.

(4) Line 162 transfers control to retrieve another record.

y. Lines 165-185. This section is for the processing of partial combat potentials of a division.

(1) Set the ZZ and ZZ2 division strength modifiers in lines 165 and 166. The modifiers are usually 1.0.

(2) Lines 168-181 loop over the components of five-valued partial COPs. Each component is stored temporarily in variable XY. Then, with modification by ZZ or ZZ2 as appropriate, XY or $(XY * XY)$ is added to the corresponding elements of the division accumulator arrays in succession.

(3) A record of type 61 is the last record for an environment, and hence, the last record in a partial combat potentials file. In line 184 the record type is checked, and, if it is type 61, control is transferred to get another file name. If the record is not of type 61, line 185 transfers control to get another record within the same file.

z. Lines 188-215. This section outputs final combat potentials for weapons and entire divisions record-by-record to the output file.

(1) Lines 188-192, if partial combat potentials have been input as elements, direct further output to the file G6RESULTS and release the superfluous warnings accumulated to this point. If a fatal error occurs earlier, run output continues to go to file WARNINGS.

(2) Lines 193-196 form the sum of weights only for the results of combat environments included input.

(3) Lines 200-207 output weapon potentials for each of four kinds of potential, for each weapon type, and for each side. A call to OUTREX outputs a single record. The starting address of a five-valued potential is sent to OUTREX as a corresponding address within WVAL().

(4) Lines 211-215 output division potentials for each of two kinds of COP for each side. A call to OUTREX outputs a single record. The starting address of a five-valued potential is sent to OUTREX as a corresponding address with COP().

aa. Lines 218-258. This section outputs stratified simple arithmetic means of weapon combat potentials to the standard print file. The outer loop (lines 224 and 258) is over Blue and Red. The next inner loop (lines 225 and 257) is over weapon types. Lines 229-233 output the means within each combat posture via calls to OUTPOS. Lines 236-239 output the means for daytime and nighttime via calls to OUTDAY. Lines 242-245 output the means for clear and degraded visibility via calls to OUTVIS. All the subroutine calls include an argument giving the address of five-valued potentials within the corresponding accumulator arrays. A call to OUTSTT (line 249) outputs the mean and standard deviation over all (nonstratified) combat environments. If more than one replication has been processed, a call to OUTWT outputs stratified means and standard deviations (line 251).

ab. Lines 263-287. This section outputs stratified divisional potentials (COPs) to the standard print file. The outer loop (lines 263 and 287) is over Blue and Red. The next inner loop (lines 264 and 285) is over unmodulated and modulated COPs. Lines 265-268 output the means within each combat posture via four calls to OUTPOS. Lines 270-273 output the means for daytime and nighttime via two calls to OUTDAY. Lines 275-278 output the means for clear and degraded visibility via two calls to OUTVIS. All the subroutine

calls include an argument giving the address of five-valued potentials within the corresponding accumulator arrays. A call to OUTSTT (line 280) outputs the mean and standard deviation over all (nonstratified) combat environments. If more than one replication has been processed, a call to OUTWT outputs stratified means and standard deviations (line 282).

ac. Line 288 calls subroutine BYENV to calculate and display modulated scalar CIPs by combat environment, by weapon, and by side. If two or more replications have been rolled up, standard deviations by combat environment also are displayed.

ad. Line 289 normally terminates execution of the main program of the Rollup and Stats Module.

G-16. The remaining lines of Figure G-11 provide source listings of the subroutines called by the main program of the AFP Rollup and Stats Module. The following paragraphs provide brief commentary on the subroutines.

a. Lines 291-297. The subroutine ZERO simply fills a real array with zeros.

b. Lines 299-319. Subroutine OUTREX outputs a single record of five-valued potential to the final combat potentials file. The routine is used to output both weapon and division potentials. The routine does not output a record if all five components of combat potential are zero.

(1) Argument ISCNT is the identifier of record type.

(2) Argument IDWPN is the identifier of the weapon type. A division is identified as a weapon of type 0.

(3) Argument X is a five-component array containing the five-valued combat potential to be output.

c. Lines 321-341. Subroutine GETREC reads a record from a partial combat potentials file. If an "unexpected" end-of-file is encountered, the subroutine terminates execution of the entire module. Several of the fields read from a record are not used. Errors of type 1015 are ignored; they are simply "long record" warnings; no data beyond 80 characters are needed.

(1) Argument ISCNT is the record type identifier and is returned by the subroutine.

(2) Argument IWPN is the identifier of the weapon type and is returned by the subroutine.

(3) Argument X is a five-element real array which receives the five-valued partial potential from a record and is returned by the subroutine.

(4) Argument ISOR is passed to the subroutine as the number of the logical unit of the input file being read.

d. Lines 343-345. Subroutine GETFIL reads an input file name, the combat environment index, and the Blue and Red division quantity modifiers.

(1) Argument FNAME returns the input file name or the end-of-file name marker "DONE."

(2) Argument IENV returns the index (1 to 16) of the combat environment corresponding to the file name.

(3) Argument DIVM1 returns the Blue division quantity multiplier modifier.

(4) Argument DIVD1 returns the Blue division quantity divisor modifier.

(5) Argument DIVM2 returns the Red division quantity multiplier modifier.

(6) Argument DIVD2 returns the Red division quantity divisor modifier.

e. Lines 350-370. Subroutine OUTSTT completes the computation of simple, unweighted means and standard deviations of the components of one kind of combat potential for a weapon or division and outputs the results. Lines 333-335 assure that at least one component is nonzero before continuing computation; otherwise, OUTSTT returns without outputting anything to the statistical report. Lines 358-364 complete computation of mean and standard deviation for each component of potential. Lines 366-367 output the mean and standard deviation for each component.

(1) Argument ISCNT is the identifier of the kind of potential to be processed and output.

(2) Argument IDWPN is the identifier of the weapon type. A "0" denotes a division, not a single weapon type.

(3) Argument A is the address of the five-element real array containing the sums by combat potential component over all combat environments and random number seed sets.

(4) Argument B is the address of the five-element real array containing the sums of the squares by combat potential component over all environments and random number seed sets.

(5) Argument N is the number of quantities summed in accumulating the elements of arrays A() and B(). N, more simply, is the number of input files.

f. Lines 372-403. Subroutine OUTPOS completes the computation of simple, unweighted means of the components of one kind of combat potential for one combat posture for a weapon or division and outputs the results. Lines 381-383 assure that at least one component is nonzero before continuing computation; otherwise, OUTPOS returns without outputting anything to the statistical report. Lines 385-389 complete the computation of the mean for

each component of potential. Lines 394-395 turn on logical switches for underlining and line feed control within the main program, and output the mean for each component.

(1) Argument ISCNT is the identifier of the kind of potential to be processed and output.

(2) Argument IDWPN is the identifier of the weapon type. A "0" denotes a division not a single weapon type.

(3) Argument A is the address of the five-element real array containing the sums by combat potential component over the corresponding combat posture and random number seed sets.

(4) Argument KPOS is the identifier of the corresponding combat posture.

(5) Argument RN4 is the number of quantities summed in accumulating the elements of array A().

(6) Arguments AUS1 and AUS2 are returned as "TRUE" if OUTPOS does output values. The logical variables are provided to control underlining and line feed within the main program.

g. Lines 405-428. Subroutine OUTDAY completes the computation of simple, unweighted means of the components of one kind of combat potential for daytime and nighttime for a weapon or division and outputs the results. Lines 412-414 assure that at least one component is nonzero before continuing computation; otherwise, OUTDAY returns without outputting anything to the statistical report. Lines 417-419 complete the computation of the mean for each component of potential. Lines 421-423 turn on logical switches for underlining and line feed control within the main program, and output the mean for each component.

(1) Argument ISCNT is the identifier of the kind of potential to be processed and output.

(2) Argument IDWPN is the identifier of the weapon type. A "0" denotes a division not a single weapon type.

(3) Argument A is the address of the five-element real array containing the sums by combat potential component over the corresponding daytime or nighttime condition and random number seed sets.

(4) Argument KDAY is the identifier of the corresponding daytime or nighttime condition.

(5) Argument RN8 is the number of quantities summed in accumulating the elements of array A().

(6) Arguments AUS1 and AUS2 are returned as "TRUE" if OUTDAY does output values. The logical variables are provided to control underlining and line feed within the main program.

h. Lines 430-453. Subroutine OUTVIS completes the computation of simple, unweighted means of the components of one kind of combat potential for clear or degraded visibility for a weapon or division and outputs the results. Lines 437-439 assure that at least one component is nonzero before continuing computation; otherwise, OUTVIS returns without outputting anything to the statistical report. Lines 442-444 complete the computation of the mean for each component of potential. Lines 446-448 turn on logical switches for underlining and line feed control within the main program, and output the mean for each component of potential.

(1) Argument ISCNT is the identifier of the kind of potential to be processed and output.

(2) Argument IDWPN is the identifier of the weapon type. A "0" denotes a division not a single weapon type.

(3) Argument A is the address of the five-element real array containing the sums by combat potential component over the corresponding clear or degraded visibility and random number seed sets.

(4) Argument KVIS is the identifier of the corresponding clear or degraded visibility condition.

(5) Argument RN8 is the number of quantities summed in accumulating the elements of array A().

(6) Arguments AUS1 and AUS2 are returned as "TRUE" if OUTVIS does output values. The logical variables are provided to control underlining and line feed within the main program.

i. Lines 455-492. Subroutine STRATS completes the computation of weighted stratified standard deviations of scores, CIPs, and COPs. Argument ENVWTS is the address of the 16-element real array containing combat environmental weights. The subroutine's loop structures construct the standard deviations for both sides, for all components of scores, CIPs, and COPs, and for all weapons. For any one component of combat potential, the weighted stratified mean is of the form:

$$E(x) = \frac{1}{R} \sum_{i=1}^{16} w_i \sum_{j=1}^R x_{ij}$$

and the weighted stratified standard deviation is of the form:

$$(\text{Std. Dev. } (E(x)))^2 = \frac{1}{R} \sum_{i=1}^{16} w_i^2 \left(\frac{1}{R(R-1)} \left(R \sum_{j=1}^R x_{ij}^2 - \left(\sum_{j=1}^R x_{ij} \right)^2 \right) \right)$$

where:

x_{ij} = the value of the variate for the j th replication in the i th combat environment

w_i = the weight for combat environment i

R = the replications (this must be the same for all combat environment)

j. Lines 494-507. Subroutine OUTWT outputs a set of stratified means and standard deviations.

k. Lines 509-545. Subroutine BYENV computes the means and, if more than two replications have been rolled up, the standard deviations of modulated scalar CIPs and COPs by combat environment by weapon type by side. BYENV calls subroutine ELINE to output one or two (plus blank) report lines for each weapon type. The argument WVAL is the address of the array where weighted mean scalar CIPs (among other values) have been stored. Argument COP is the address of the COPs only.

l. Lines 547-552. Subroutine EHEAD advances a page and writes the row "12...16" as the simple heading within CIPs by combat environment reports.

m. Lines 554-575. Subroutine ELINE is called by subroutine BYENV to output report lines for a weapon type. A "CIP line" is output only if at least one mean CIP is nonzero. A "standard deviation line" is output only if a CIP line has been output and if two or more replications have been rolled up.

n. Lines 577-605. Subroutine CLINE is called by subroutine BYENV to output COP lines for an entire division. A "standard deviation line" is output only if two or more replications have been rolled up.

APPENDIX H

THE AFP DIVISION COMPARE REPORTER

H-1. OVERVIEW

a. The AFP Division Compare Reporter is designed to:

(1) Accept final type weapon combat potentials (scores and CIPs) from the AFP Rollup and Stats Module or from the Interpolation Module for six "different" divisions. "Different" divisions may mean different versions of the same division, stages during transition from an old to modernized division inventory, or different kinds of divisions. Although the module's viewpoint is primarily for Blue divisions, the potentials of threat weapons are also available from those files produced by the Rollup and Stats Module (but not from the Interpolation Module).

(2) Accept operator-supplied lists of identifiers of weapons to be compared within subreports. Blue and Red weapons may be compared within a single subreport.

(3) Output the requested subreports.

b. The Division Compare Reporter provides the basis for comparison of the variations among weapon potentials from random number seed to random number seed, from weapon to weapon, from division to division, and from side to side (Blue versus Red). The Reporter is limited in that six input files are required. Hence, the Reporter cannot provide a comparison until six sets of combat potentials are available from other modules.

c. The relation of the AFP Division Compare Reporter to the AFP System in general is portrayed in Figure H-1. There the Reporter is highlighted by being enclosed in an oval. Figure H-1 oversimplifies the requirement for input to the Reporter by making it appear that only two input files are required: one file for a Division A and a second file for a Division B. As noted above, six files are required.

H-2. INPUT. Paragraph H-1 above set the stage for discussion of the Reporter's input requirements. The AFP operator must supply six file names. The files must contain final combat potentials in standard AFP output record format with correct record identifiers. Files produced by the AFP Rollup and Stats Module or by the Interpolation Module meet these requirements. The operator must provide two symbols identifying the two columns in subreport headings. The operator must also provide lists of weapon and side identifiers to control which weapons appear in subreports. The number of such lists also controls the number of subreports generated.

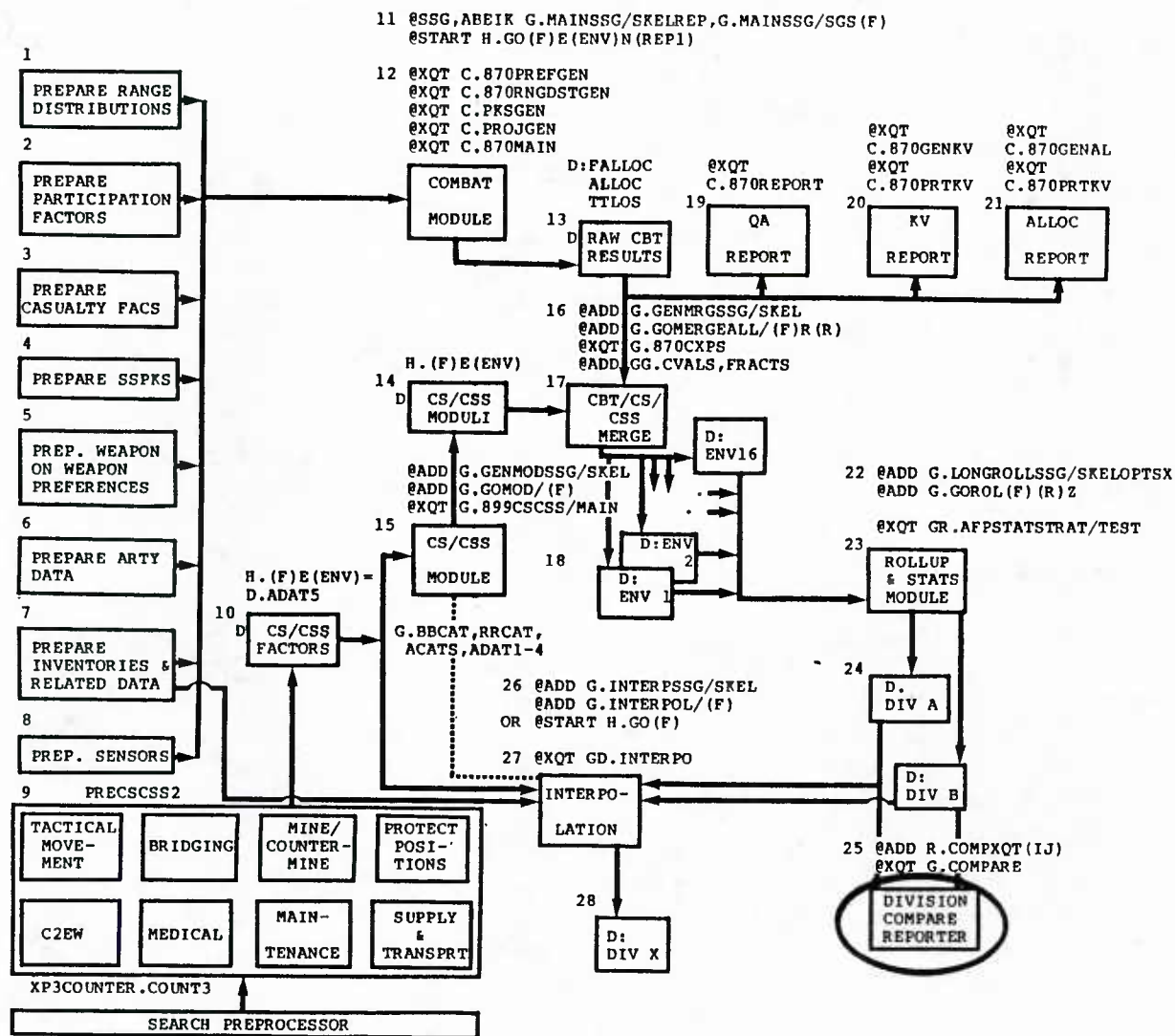


Figure H-1. Relation of the AFP Division Compare Reporter to the AFP System in General

a. Figure H-2 displays extracts from an acceptable input file containing final combat potentials for a single division (and threat). The example is the same as shown for the output of the AFP Rollup and Stats Module in Figure G-3 of Appendix G. The fields of records are described in paragraph 14 of Appendix B. In an output file from the Rollup and Stats Module or from the Interpolation Module, record identifiers (Field 1) should be greater than 100. Five-valued combat potentials are contained in the input records.

FIELD															
	1	2	3	4	5	6	7	8	9						
25.	110	E	1	0	0	0	16	991.096	67.506	90.345	.000	21.586	1	1	1
26.	130	E	1	0	0	0	16	4.737	.327	.436	.000	.104	1	1	1
27.	150	E	1	0	0	0	16	990.053	67.287	90.312	.000	21.555	1	1	1
28.	170	E	1	0	0	0	16	4.779	.325	.435	.000	.104	1	1	1
29.	110	E	1	0	0	0	17	524.247	35.921	45.623	.000	11.156	1	1	1
30.	130	E	1	0	0	0	17	4.628	.318	.400	.000	.098	1	1	1
31.	150	E	1	0	0	0	17	523.781	35.855	45.722	.000	11.161	1	1	1
32.	170	E	1	0	0	0	17	4.621	.317	.401	.000	.098	1	1	1
33.	110	E	1	0	0	0	20	2669.735	157.594	180.532	3.791	51.092	1	1	1
34.	130	E	1	0	0	0	20	7.992	.473	.538	.011	.153	1	1	1
35.	150	E	1	0	0	0	20	2673.525	157.388	180.920	4.131	51.470	1	1	1
36.	170	E	1	0	0	0	20	8.000	.472	.539	.012	.154	1	1	1
37.	110	E	1	0	0	0	26	105.556	4.346	.000	8.111	8.841	1	1	1
38.	130	E	1	0	0	0	26	3.175	.131	.000	.244	.265	1	1	1
39.	150	E	1	0	0	0	26	107.007	4.320	.000	8.807	9.538	1	1	1
40.	170	E	1	0	0	0	26	3.218	.130	.000	.264	.286	1	1	1
								*							
								*							
								*							
169.	120	E	1	0	0	0	51	3.160	.074	.000	.000	.016	1	1	1
170.	140	E	1	0	0	0	51	.129	.003	.000	.000	.001	1	1	1
171.	160	E	1	0	0	0	51	3.329	.079	.000	.000	.017	1	1	1
172.	180	E	1	0	0	0	51	.136	.003	.000	.000	.001	1	1	1
173.	120	E	1	0	0	0	52	45.216	7.383	.013	.000	.902	1	1	1
174.	140	E	1	0	0	0	52	.741	.121	.000	.000	.015	1	1	1
175.	160	E	1	0	0	0	52	47.456	7.748	.013	.000	.947	1	1	1
176.	180	E	1	0	0	0	52	.778	.127	.000	.000	.015	1	1	1
177.	120	E	1	0	0	0	56	19.989	2.611	.047	.000	.335	1	1	1
178.	140	E	1	0	0	0	56	.169	.022	.000	.000	.003	1	1	1
179.	160	E	1	0	0	0	56	20.952	2.749	.049	.000	.352	1	1	1
180.	180	E	1	0	0	0	56	.178	.023	.000	.000	.003	1	1	1
								*							
								*							
								*							
189.	111	E	1	0	0	0	0	11916.452	897.693	489.232	103.601	293.738	1	1	1
190.	151	E	1	0	0	0	0	11919.645	894.350	488.403	112.592	302.274	1	1	1
191.	121	E	1	0	0	0	0	898.871	184.892	12.760	89.643	112.274	1	1	1
192.	161	E	1	0	0	0	0	975.283	193.200	13.275	106.670	131.446	1	1	1

Figure H-2. Example Extract Records of File of Final Combat Potentials Output From the AFP Rollup and Stats Module for Input to the AFP Division Compare Reporter

b. The Reporter operator must input the names of the files to be read by the Reporter. The operator must also identify to the Reporter which of the six needed files corresponds to the name given. For example, the record:

```

      1      2      3      4      5      6
12345678901234567890123456789012345678901234567890

```

4 G6ROLJ16S1TG.

directs the Reporter to treat file G6ROLJ16S1TG. as the fourth file. A record of the form:

```

      1      2      3      4      5      6
12345678901234567890123456789012345678901234567890

```

0 DONE

serves as an end-of-files marker to the Reporter.

c. The Reporter requires one-character symbols representing the two report columns for insertion in the headings of subreports. Quite simply, if an H-series and a J-series armored division are being compared, "H J" will serve to put H's and J's in subreport headings.

d. To produce a subreport comparing three weapon types, say Blue types 2, 3, and 4, the operator must include the following record within the Reporter runstream:

```

      1      2      3      4      5      6
12345678901234567890123456789012345678901234567890

```

3 1 2 1 3 1 4

The quotation marks are not to be included in the runstream. The first "3" specifies that the subreport is to include three weapon types. The "1 2" specifies that the first weapon is to be from Side 1 and is to be of Type 2. The operator must refer to weapon ID and nomenclature lists to assure that proper weapons are being specified. The "1 3" specifies that the second weapon also is to be from Side 1 and is to be of Type 3. Finally, the "1 4" specifies that the third and final weapon to be included within the subreport is also to be from Side 1 and is to be of Type 4. To obtain a subreport containing only Blue Type 20 and Red Type 21, the operator must include a record within the runstream:

```

      1      2      3      4      5      6
12345678901234567890123456789012345678901234567890

```

2 1 20 2 21

The sample runstream given in the next section directs production of six subreports. The same weapon type may be specified for inclusion in different subreports. An "@EOF" within the runstream indicates to the Reporter that no more subreports are required.

H-3. OUTPUT

a. The AFP Division Compare Reporter produces as many subreports as the operator specifies. An example of one such subreport is illustrated in Figure H-3.

b. As shown in Figure H-3, each weapon type reported leads to a separate section within a subreport. Each such section presents 12 lines of information. Three successive groups of four rows repeat a standard pattern of unmodulated score (U SCORE), unmodulated CIP (U CIP), modulated score (M SCORE), and modulated CIP (M CIP). The first group of four rows reports potentials from the files containing results for the first and fourth divisions. The second group of four rows reports potentials for the second and fifth divisions. The third group of four rows reports the results for the third and sixth divisions. If a weapon is not included within the inventory of a division or it achieves zero combat potential, the corresponding entries within the section of the subreport are zero-filled. Because a subreport directive within the Reporter runstream may specify only one weapon type, a subreport may contain only one weapon type section. Just such a subreport may be desirable. Although it does not provide any comparison between weapons, it obviously does provide comparison for a single weapon among different divisions or among different versions of the same division.

H-4. RUNSTREAM

a. Largely because so few complete sets of comparable division files have been produced to date, no generic runstream generator has been developed. But the nature of Division Compare Reporter runstreams is such that a generic runstream generator probably would save very little time and effort; it might even cost more.

b. Two examples of Reporter runstreams are provided in Figures H-4 and H-5.

(1) **Figure H-4.** Here the H- and J-series armored divisions are of interest.

(a) Lines 2-13 assign the six files containing the final combat potentials of interest.

(b) Line 26 directs execution of the Reporter absolute element, G6ROLLUP.COMPARE.

ITEM	A-SERIES										B-SERIES									
	PERS	LVEH	HVEH	ACFT	SCALAR	PERS	LVEH	HVEH	ACFT	SCALAR	PERS	LVEH	HVEH	ACFT	SCALAR	PERS	LVEH	HVEH	ACFT	SCALAR
15/1	1 & 4: U SCORE	0.	0.	0.	0.	0.	0.	0.	0.	0.	2502.	143.	226.	4.	55.					
	: U CIP	.000	.000	.000	.000	.000	.000	.000	.000	.000	7.514	.431	.674	.012	.166					
	: M SCORE	0.	0.	0.	0.	0.	0.	0.	0.	0.	2504.	142.	227.	5.	56.					
2 & 5:	: M CIP	.000	.000	.000	.000	.000	.000	.000	.000	.000	7.515	.429	.676	.013	.167					
	U SCORE	0.	0.	0.	0.	0.	0.	0.	0.	0.	2837.	172.	135.	3.	47.					
	: U CIP	.000	.000	.000	.000	.000	.000	.000	.000	.000	8.741	.515	.403	.01	.139					
3 & 6:	: M SCORE	0.	0.	0.	0.	0.	0.	0.	0.	0.	2843.	172.	135.	4.	47.					
	: M CIP	.000	.000	.000	.000	.000	.000	.000	.000	.000	8.485	.514	135.	.011	.14					
	U SCORE	0.	0.	0.	0.	0.	0.	0.	0.	0.	2670.	158.	181.	4.	51.					
16/1	: U CIP	.000	.000	.000	.000	.000	.000	.000	.000	.000	7.992	.473	.538	.011	.153					
	: M SCORE	0.	0.	0.	0.	0.	0.	0.	0.	0.	2674.	157.	181.	4.	51.					
	: M CIP	.000	.000	.000	.000	.000	.000	.000	.000	.000	8	.472	.539	.012	.154					
17/1	1 & 4: U SCORE	1926.	99.	209.	3.	46.	0.	0.	0.	0.	0.	0.	0.	0.	0.					
	: U CIP	5.725	.298	.615	.008	.135	.000	.000	.000	.000	.000	.000	.000	.000	.000					
	: M SCORE	1601.	82.	174.	3.	38.	0.	0.	0.	0.	0.	0.	0.	0.	0.					
2 & 5:	: M CIP	4.757	.246	.511	.008	.113	.000	.000	.000	.000	.000	.000	.000	.000	.000					
	U SCORE	1863.	82.	185.	3.	41.	0.	0.	0.	0.	0.	0.	0.	0.	0.					
	: U CIP	5.522	.244	.543	.008	.12	.000	.000	.000	.000	.000	.000	.000	.000	.000					
3 & 6:	: M SCORE	1550.	68.	153.	3.	34.	0.	0.	0.	0.	0.	0.	0.	0.	0.					
	: M CIP	4.593	.202	.451	.008	.101	.000	.000	.000	.000	.000	.000	.000	.000	.000					
	U SCORE	1895.	68.	193.	3.	43.	0.	0.	0.	0.	0.	0.	0.	0.	0.					
17/1	: U CIP	5.624	.271	.579	.008	.127	.000	.000	.000	.000	.000	.000	.000	.000	.000					
	: M SCORE	1575.	75.	164.	3.	36.	0.	0.	0.	0.	0.	0.	0.	0.	0.					
	: M CIP	4.675	.224	.481	.008	.107	.000	.000	.000	.000	.000	.000	.000	.000	.000					
2 & 5:	U SCORE	0.	0.	0.	0.	0.	0.	0.	0.	0.	375.	543.	115.	0.	1396.					
	: U CIP	.000	.000	.000	.000	.000	.000	.000	.000	.000	1.945	4.446	1.076	.000	11.247					
	: M SCORE	0.	0.	0.	0.	0.	0.	0.	0.	0.	387.	555.	121.	0.	1433.					
3 & 6:	: M CIP	.000	.000	.000	.000	.000	.000	.000	.000	.000	1.998	4.521	1.111	.000	11.668					
	U SCORE	0.	0.	0.	0.	0.	0.	0.	0.	0.	402.	380.	97.	0.	897.					
	: U CIP	.000	.000	.000	.000	.000	.000	.000	.000	.000	2.111	3.937	.943	.000	7.960					
17/1	: M SCORE	0.	0.	0.	0.	0.	0.	0.	0.	0.	399.	375.	92.	0.	879.					
	: M CIP	.000	.000	.000	.000	.000	.000	.000	.000	.000	2.102	3.890	.898	.000	7.739					

Figure H-3. Example Subreport Produced by the AFP Division Compare Report--Providing a Comparison of Final Combat Potentials Between Divisions and Among Weapons and for two Different Combat Module Stating Seeds

(c) Lines 27-32 specify to the Reporter which file is to be treated as the Nth file.

(d) Line 33 serves as the end-of-files marker.

(e) Line 34 provides the one-character symbols for use in the headings of subreports.

(f) Lines 35-40 specify the subreports required in accord with the rules described in paragraph 4d above.

(g) Line 41 serves as the end-of-subreport specifications marker.

```

1  @HDG UNCLASSIFIED 3M80 3M84 COMPARE
2  @ASG,A H73M80R1601.
3  @USE T1.,H73M80R1601.
4  @ASG,A H73M80R1602.
5  @USE T2.,H73M80R1602.
6  @ASG,A H73M80R16X2.
7  @USE T3.,H73M80R16X2.
8  @ASG,A H73M84R1601.
9  @USE T4.,H73M84R1601.
10 @ASG,A H73M84R1602.
11 @USE T5.,H73M84R1602.
12 @ASG,A H73M84R16X2.
13 @USE T6.,H73M84R16X2.
14 @DATA,L T1.
15 @END
16 @DATA,L T2.
17 @END
18 @DATA,L T3.
19 @END
20 @DATA,L T4.
21 @END
22 @DATA,L T5.
23 @END
24 @DATA,L T6.
25 @END
26 @XQT G6ROLLUP.COMPARE
27 1 T1.
28 2 T2.
29 3 T3.
30 4 T4.
31 5 T5.
32 6 T6.
33 0 DONE
34 A B
35 1 1 7
36 4 1 15 1 12 1 16 1 17
37 2 2 13 2 16
38 3 1 24 1 25 1 23
39 5 2 21 2 22 2 24 2 25
40 4 1 51 1 53 1 56 1 57
41 @EOF

```

Figure H-4. First Example of Runstream for Execution of the AFP Division Compare Reporter

(2) Figure H-5. Here six files, including some from the Rollup and Stats Module and some from the Interpolation Module, are designated for comparison. In this example, the USE statement is applied to show clearly the order of files to be reported. Prior to execution of the Reporter, the six files are listed for reference.

```

1  @HDG UNCLASSIFIED 3MRC 3181-3183 3M84 COMPARE
2  @ELT,L G6GECTEST.GOCOMPARE/INTERPS
3  @ASG,A H73M80R16X2.
4  @USE T1.,H73M80R16X2.
5  @ASG,A H7INT3M81.
6  @USE T2.,H7INT3M81.
7  @ASG,A H7INT3M82.
8  @USE T3.,H7INT3M82.
9  @ASG,A H73M82R16X2.
10 @USE T4.,H73M82R16X2.
11 @ASG,A H7INT3M83.
12 @USE T5.,H7INT3M83.
13 @ASG,A H73M84R16X2.
14 @USE T6.,H73M84R16X2.
15 @DATA,L T1.
16 @END
17 @DATA,L T2.
18 @END
19 @DATA,L T3.
20 @END
21 @DATA,L T4.
22 @END
23 @DATA,L T5.
24 @END
25 @DATA,L T6.
26 @END
27 @XQT G6ROLLUP.COMPARE
28 1 T1.
29 2 T2.
30 3 T3.
31 4 T4.
32 5 T5.
33 6 T6.
34 0 DONE
35 A B
36 1 1 7
37 4 1 15 1 12 1 16 1 17
38 3 1 24 1 25 1 23
39 4 1 51 1 53 1 56 1 57
40 @EOF

```

Figure H-5. Second Example of Runstream for Execution of the AFP Division Compare Reporter

H-5. PROGRAM

a. The AFP Division Compare Reporter does not perform any computation on AFP final combat potentials. The Reporter reads six complete sets of potentials and simply displays subsets of potentials in different combinations. Although the Reporter reads and stores both weapon and division potentials, the current version of the Reporter does nothing more with the division potentials (COPs).

b. CMPARE is the current version of the source text for the main program of the AFP Division Compare Reporter. Local to CMPARE are subroutines ZERO, GETREC, and GETFIL. The Reporter's other subroutines are BLDCIP, BLDCR, BLDC1, BLDC2, DASH1, DASH2, DOREP, and HEAD. The source texts for these latter subroutines are maintained as separate elements within the AFPSYS library.

c. Figure H-6 portrays the basic logic of the AFP Division Compare Reporter.

d. The source texts for main program CMPARE and subroutines ZERO, GETREC, and GETFIL are listed in Figures H-7 through H-10.

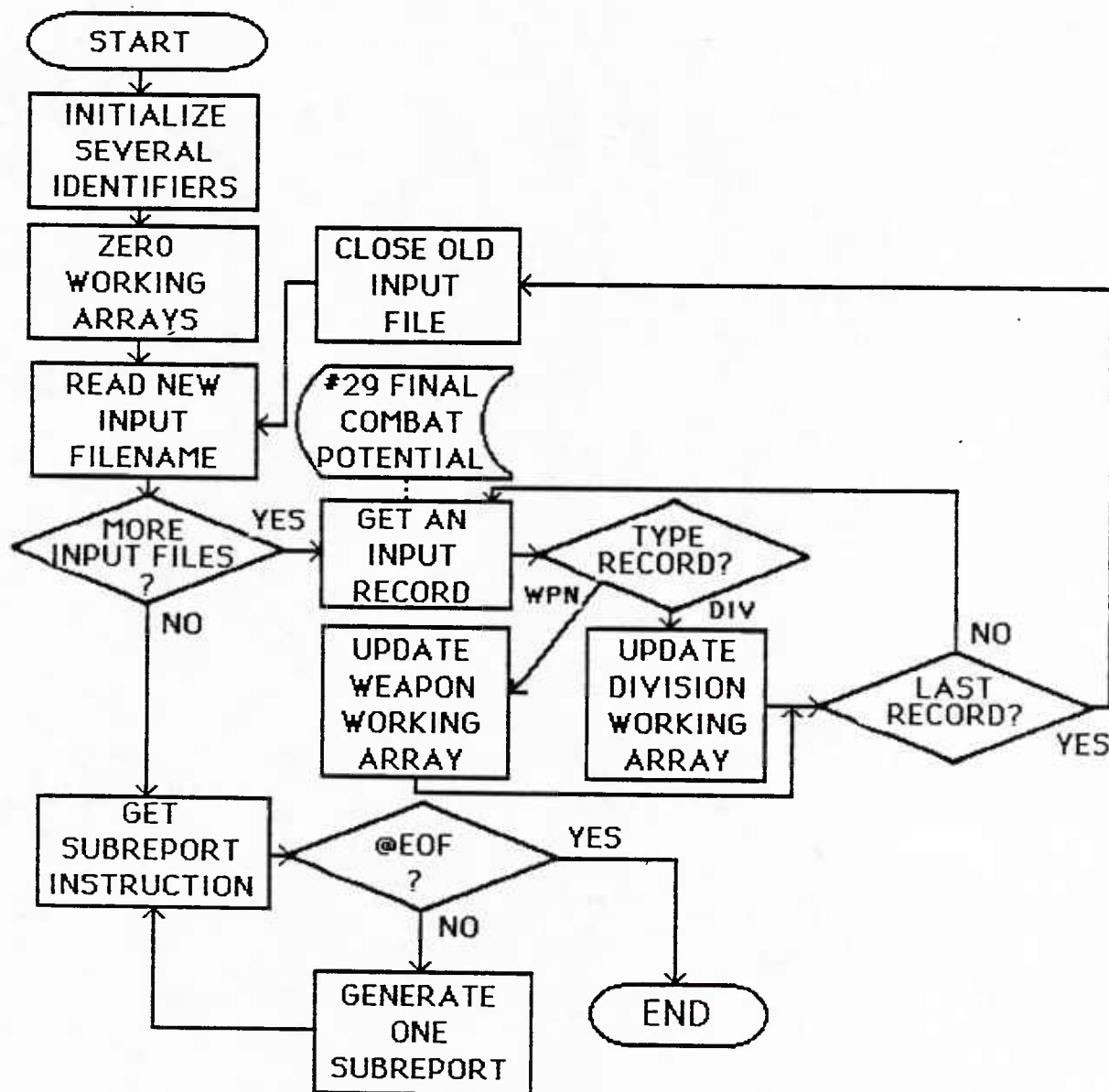


Figure H-6. Flow Diagram of the Basic Logic of the AFP Division Compare Reporter


```

1      C      COMPARE CIPS & SCORES AMONG WEAPONS, SEEDS, & SERIES
2      C      G.E.C. -- 13 OCT 83
3      C      COMMON/ WPNDAT/ WVAL(5,4,40,2,6), COP(5,2,2,6)
4      C      DIMENSION ISCNTW(6,2),
5      1      ISCNTS(12), X(5), ISCNTR(6,2), ISCNTT(12), JRECS(12)
6      C      EQUIVALENCE (ISCNT*, ISCNTS), (ISCNTR, ISCNTT)
7      C      COMMON/ AWPK/ IWRK, IDUM, KTHTR, JTPD, JVIS, JPOS, JDAY
8      C      COMMON/ GLOBAL/ IFFOR, IPRFOR, JCASE
9      C      COMMON/ NAME/ FNAME
10     C      CHARACTER*50 INSTR
11     C      CHARACTER*20 FNAME, CNAME, DONE
12     C      DATA ISCNTW/
13     1      110, 130, 150, 170, 111, 151,
14     2      120, 140, 160, 180, 121, 161/
15     C      DATA ISCNTR/
16     1      110, 130, 150, 170, 111, 151,
17     2      120, 140, 160, 180, 121, 161/
18     C      DATA JRECS/
19     1      1, 2, 3, 4, 1, 2,
20     2      1, 2, 3, 4, 1, 2/
21     C
22     C      JVIS=0
23     C      JPOS=0
24     C      JDAY=0
25     C      LOGICAL DESTINATION OF ROLLUP OUTPUT
26     C      IWRK=30
27     C      IPRNT=6
28     C      LOGICAL SOURCE OF TARTY FILES
29     C      ISOR=29
30     C      DONE='DONE'
31     C
32     C      CALL ZERO(WVAL, 14400)
33     C      CALL ZERO(COP, 120)
34     C      GOTO 95
35     90     CLOSE (ISOR)
36     95     CALL GETFIL(FNAME, KFOR)
37     C      IF (FNAME.EQ.DONE) GOTO 2000
38     C      CNAME=FNAME
39     C      WRITE(6, 3) FNAME
40     3      FORMAT(1X, A20)
41     C      INSTR='BUSE 20, '//CNAME//'. '
42     C      CALL FACSF(INSTR)
43     C
44     100    CALL GETREC(ISCNT, IWP, X, ISOR)
45     DO 200 I=1, 12
46     IF (ISCNT.NE.ISCNTT(I)) GOTO 200
47     IS=I
48     GOTO 300
49     200    CONTINUE
50     GOTO 90

```

Figure H-7. Source Listing of the Main Program CMPARE of the AFP
Division Compare Reporter
(page 1 of 2 pages)


```

51      C      2 FORMAT(/' UNRECOGNIZABLE RECORD TYPE=',I5/)
52      C      IERR1=IERR1+1
53      C      IF(IERR1.LT.10) GOTO 100
54      C      STOP 'IERR1'
55      C
56      300 IREC=JRECS(IS)
57      C      IF(IS.LT.7) THEN
58      C          ISIDE=1
59      C      ELSE
60      C          ISIDE=2
61      C      ENDIF
62      C
63      C      IF((IS.EQ.5).OR.(IS.EQ.6).OR.(IS.EQ.11).OR.(IS.EQ.12)) GOTO 500
64      C
65      C      HERE IF WEAPON RECORD READ
66      C
67      C      DO 450 I=1,5
68      C          WVAL(I,IREC,IWPN,ISIDE,KFOR)=X(I)
69      450 CONTINUE
70      C      GOTO 100
71      C
72      C      HERE IF COP RECORD READ
73      C
74      C      500 DO 550 I=1,5
75      C          COP(I,IREC,ISIDE,KFOR)=X(I)
76      550 CONTINUE
77      C      ISCNT = 161 IS LAST RECORD OF AN ENVIRONMENT
78      C      IF(ISCNT.EQ.161) GOTO 90
79      C      GOTO 100
80      C
81      C      DO COMPARATIVE REPORTS
82      C
83      2000 CALL DOREP
84      C
85      C      STOP 'DONE'
86      C

```

Figure H-7. Source Listing of the Main Program CMPARE of the AFP
Division Compare Reporter
(page 2 of 2 pages)

(a) **WVAL(5,4,60,2,6)**. Final combat potentials of weapons are read from the six input files into this array. Combat potentials are then extracted from this array, without modification, for insertion in subreports. An array element **WVAL(I,J,K,L,M)** is indexed--

1. I=1 to 5 for the components of five-valued form of combat potentials: personnel, light armored vehicles, heavy armored vehicles, aircraft, and the weighted rolled-up scalar.
2. J=1 to 4 for the four kinds of weapon potentials: unmodulated score, unmodulated CIP, modulated score, and modulated CIP.
3. K=1 to 60 for the 60 different weapon types.
4. L=1 to 2 for the two sides: Blue and Red.
5. M=1 to 6 for the six input files.

(b) **COP(5,2,2,6)**. Final combat potentials of divisions (COPs) are read from the six input files into this array. In the current version of the Reporter, nothing more is done with the COPs. An array element **COP(I,J,K,L)** is indexed--

1. I=1 to 5 as in (1)(a) 1. above.
2. J=1 to 2 for the two kinds of COPs: unmodulated COP and modulated COP.
3. K=1 to 2 for the two sides: Blue and Red.
4. L=1 to 6 for the six input files.

(2) Three small arrays are used to store needed data.

(a) **ISCNTR(6,2)** and **ISCNTW(6,2)**. The identifiers of record types within final potential input and output (the current version of the Reporter does not write to any file to be saved) files are stored in these arrays. Because the Reporter works only with final potentials, the same identifiers are stored in both arrays, admittedly redundantly. An array element **ISCNTR(I,J)** or **ISCNTW(I,J)** is indexed--

1. I=1 to 6 for the input (or in the future output) record type: unmodulated score, unmodulated CIP, modulated score, modulated CIP, unmodulated COP, and modulated COP.
2. J=1 to 2 for side: Blue and Red.

(b) **JRECS(12)**. The array stores the identifiers linking the input record types to the indices of the kinds of potentials being processed. There are 12 input record types: 110, 130, 150, 170, 111, 151, 120, 140,

160 180, 121, 161. The first through fourth and seventh through tenth JRECS() values provide the indices to the unmodulated score, unmodulated CIP, modulated score, and modulated CIP positions within the weapon-related working array WVAL() described above. The fifth, sixth, eleventh, and twelfth JRECS() values provide the indices to the unmodulated COP and modulated COP positions within the division related working array COP() described above.

e. The CMPARE source listing in Figure H-7 includes some intralinear comments. The following paragraphs provide some additional commentary.

(1) Lines 3-11 in Figure H-7 provide the needed declarative statements, mostly for the arrays described above. Some scalar character variables are also declared.

(2) Lines 12-20 initialize reference arrays with identifiers and indices needed for correct processing of the final combat potentials from the six input files.

(3) Line 22 begins the executable statements. Lines 22-30 initialize several variables. JVIS, JPOS, and JDAY, by convention, are zero-valued identifiers in final combat potential records. If there were any Reporter output to a file for storage, it would be output to unit 30. Unit 6 is the system standard print file. Unit 29 is the source of the six successively read input files of final combat potentials. "DONE" is an end-of-input files marker.

(4) Lines 32 and 33 zero the working arrays.

(5) Line 25. The first time through there is no need to close any input file on unit 29.

(6) Line 36. Gets the name of an input file to be read and the index of the number of the file relative to the other input files. The name may be the end-of-files marker, "DONE".

(7) Line 37. Checks to determine whether all the input files have been read. If so, jump to begin generation of comparative subreports.

(8) Line 41. Concatenates an EXEC level instruction.

(9) Line 43. And calls FACSf to attach the physical file to unit 29.

(10) Line 44. Gets a record from the current input file.

(11) Lines 45-49. Determines what type of record was just read.

(12) Line 50. Here only if record was not identifiable. ISCNT was set to 999 by GETREC at the end-of-file. So GOTO 90 to close the current file.

(13) Lines 56-63. Line 56 sets the index of the kind of final combat potential supplied in the input record. Lines 57-61 set the side index for Blue (1) or Red (2). Line 63 checks whether the record applies to an entire division, and, if so, transfers control to statement 500 for division processing.

(14) Lines 65-70. This section is for the storing of the final combat potentials of a weapon type within the working array WVAL(). Lines 67-69 loop over the components of five-valued combat potential. Line 70 transfers control to retrieve another input record.

(15) Lines 74-79. This section is for the storing of the final combat potentials of a division within the working array COP(). Lines 74-76 loop over the components of five-valued combat potential. A record of type 161 is the last record within an input file. In line 78, the record type is checked, and, if its type is 161, control is transferred to get another input file name. If the record is not type 161, line 79 transfers control to get another final combat potential record from the current input file.

(16) Line 83 calls DOREP for the generation of comparative subreports.

(17) Line 85 provides normal termination of the AFP Division Compare Reporter.

f. Subroutine ZERO. Figure H-8 provides the source listing of subroutine ZERO. The subroutine simply fills a real array with zeros.

(1) Argument X is the address of the array.

(2) Argument N is the length of the array.

```

87          SUBROUTINE ZERO(X,N)
88          DIMENSION X(N)
89          DO 100 I=1,N
90             X(I)=0.0
91          100 CONTINUE
92          RETURN
93          END
94          C

```

Figure H-8. Source Listing of Subprogram ZERO of the AFP Division Compare Reporter

g. **Subroutine GETREC.** Figure H-9 provides the source listing of subroutine GETREC. Subroutine GETREC reads a record from a final combat potentials file. Several of the fields read from a record are not used in subsequent processing.

```

95      SUBROUTINE GETREC(ISCNT,IWPN,X,ISOR)
96      DIMENSION X(5)
97      COMMON/NAME/FNAME
98      CHARACTER*20 FNAME
99      READ(ISOR,1,END=100) ISCNT,KTHTP,JTPD,JVIS,JPOS,JDAY,
100      1 IWPN,X(1),X(2),X(3),X(4),X(5),IEFOR,IRFOR,JCASE
101      IR=IR+1
102      RETURN
103      1 FORMAT(I5,A3,I4,3I3,I5,5F10.3,2I6,I5)
104  C
105      100 WRITE(6,2) IR, FNAME
106      ISCNT=999
107      RETURN
108      2 FORMAT(' LAST RECORD READ = ', I4,2X,A20)
109      END
110  C

```

Figure H-9. Source Listing of Subprogram GETREC of the AFP Division Compare Reporter

(1) Argument ISCNT is the record type identifier and is returned by the subroutine. All types should be greater than 100. At an end-of-file, ISCNT is set to 999.

(2) Argument IWPN is the identifier of the weapon type and is returned by the subroutine.

(3) Argument X is a five-element real array which receives the five-valued final potential from a record and is returned by the subroutine.

(4) Argument ISOR is passed to the subroutine as the number of the unit from which input is to be read.

h. **Subroutine GETFIL.** Figure H-10 provides the source listing of subroutine GETFIL. Subroutine GETFIL reads and inputs file name and the order of the file in the sequence of six input files.

(1) Argument FNAME returns the input file name or the end-of-file names mark, "DONE."

(2) Argument IFOR is the number of the file in the sequence of six input files.

```

111      SUBROUTINE GETFIL(FNAME,IFOR)
112      CHARACTER*20 FNAME
113      READ(5,1) IFOR,FNAME
114      RETURN
115      1 FORMAT(I3,2X,A20)
116      END

```

Figure H-10. Source Listing of Subprogram GETFIL of the AFP Division Compare Reporter

i. **Subroutine BLDCIP.** Figure H-11 provides the source listing of subroutine BLDCIP. Subroutine BLDCIP outputs a single "CIP line" within a comparative subreport. BLDCIP, on a single call, outputs an identifier of the kind of CIP (unmodulated or modulated) and two five-valued sets of CIPs, one set for each of the two divisions being compared. BLDCIP is called six times for each weapon type within a single subreport. BLDCIP is called from subroutine DOREP.

```

1      SUBROUTINE BLDCIP(LINE,X,Y)
2      DIMENSION X(5),Y(5)
3      CHARACTER*7 LINE
4      WRITE(6,1) LINE,(X(I),I=1,5),(Y(I),I=1,5)
5      RETURN
6      1 FORMAT(18X,' : ',A7,' : ',5(F8.3,' : '),': ',5(F8.3,' : '))
7      END

```

Figure H-11. Source Listing of Subprogram BLDCIP of the AFP Division Compare Reporter

(1) Argument LINE is a 7-character identifier of the kind of CIP: "U CIP " or "M CIP " for unmodulated or modulated CIPs, respectively.

(2) Argument X is the address of the five-element real array containing the five-valued CIP corresponding to the current weapon type within the first division of the compared pair.

(3) Argument Y is the address of the five-element real array containing the five-valued CIP corresponding to the current weapon type within the second division of the compared pair.

j. **Subroutine BLDSCR.** Figure H-12 provides the source listing of subroutine BLDSCR. Subroutine BLDSCR outputs a single "modulated score line" within a comparative subreport. BLDSCR, on a single call, outputs an identifier of the kind of score (modulated) and two five-valued sets of scores, one set for each of the two divisions being compared. BLDSCR is called three times for each weapon type within a single subreport. BLDSCR is called from subroutine DOREP.

```

1      SUBROUTINE BLDSCR(LINE,X,Y)
2      DIMENSION X(5),Y(5)
3      CHARACTER*7 LINE
4      WRITE(6,1) LINE,(X(I),I=1,5),(Y(I),I=1,5)
5      RETURN
6      1  FORMAT(18X,' : ',A7,' : ',5(F8.0,' : '),',',5(F8.0,' : '))
7      END

```

Figure H-12. Source Listing of Subprogram BLDSCR of the AFP Division Compare Report

(1) Argument LINE is a seven-character identifier of the kind of score: always "M SCORE" in the current version of the Reporter.

(2) Argument X is the address of the five-element real array containing the five-valued modulated score corresponding to the current weapon type within the first division of the compared pair.

(3) Argument Y is the address of the five-element real array containing the five-valued modulated score corresponding to the current weapon type within the second division of the compared pair.

k. **Subroutine BLDSC1.** Figure H-13 provides the source listing of subroutine BLDSC1. Subroutine BLDSC1 outputs a single "unmodulated score line" within a comparative subreport. BLDSC1, on a single call, outputs identifiers of the weapon type and side, a six-character weapon nomenclature, an identifier of the kind of score (unmodulated), and two five-valued sets of scores, one set for each of the two divisions being compared. Because the weapon and side identifiers and the weapon nomenclature are output for a weapon type only once per subreport, BLDSC1 is called only once for each weapon type within a single subreport. BLDSC1 is called from subroutine DOREP.


```

1      SUBROUTINE BLDSC1(IW,NAME,LINE,X,Y,IS)
2      DIMENSION X(5),Y(5)
3      CHARACTER*6 NAME
4      CHARACTER*7 LINE
5
6      C
7      WRITE(6,1) IW,IS,NAME,LINE,(X(I),I=1,5),(Y(I),I=1,5)
8      RETURN
9      C
10     1 FORMAT(I3,'/',I1,1X,A6,' 1 8 4: ',A7,' :',
11     1 5(F8.0,' :'),',',5(F8.0,' :'))
12     END

```

Figure H-13. Source Listing of Subprogram BLDSC1 of the AFP Division Compare Reporter

- (1) Argument IW is the identifier of weapon type.
- (2) Argument NAME is a six-character nomenclature for the weapon type.
- (3) Argument LINE is a seven-character identifier of the kind of score: always "U SCORE" in the current version of the Reporter.
- (4) Argument X is the address of the five-element real array containing the five-valued unmodulated score corresponding to the current weapon type within the first division of the compared pair.
- (5) Argument Y is the address of the five-element real array containing the five-valued unmodulated score corresponding to the current weapon type within the second division of the compared pair.
- (6) Argument IS is the index of the side: "1" for Blue, "2" for Red.

1. **Subroutine BLDSC2.** Figure H-14 provides the source listing of subroutine BLDSC2. Subroutine BLDSC2 outputs a single "unmodulated score line" within a comparative subreport. BLDSC2, on a single call, outputs identifiers of the divisions, an identifier of the kind of score (unmodulated), and two five-valued sets of scores, one set for each of the two divisions being compared. BLDSC2 is called twice for each weapon type within a single subreport. BLDSC2 is called from subroutine DOREP.

- (1) Argument SUBTAB is a five-character identifier of the section of the subreport: "2 & 5" or "3 & 6".
- (2) Argument LINE is a seven-character identifier of the kind of score: always "U SCORE" in the current version of the Reporter.

(3) Argument X is the address of the five-element real array containing the five-valued unmodulated score corresponding to the current weapon type within the first division of the compared pair.

(4) Argument Y is the address of the five-element real array containing the five-valued unmodulate score corresponding to the current weapon type within the second division of the compared pair.

```

1      SUBROUTINE BLDSC2(SUBTAB,LINE,X,Y)
2      DIMENSION X(5),Y(5)
3      CHARACTER*6 SUBTAB
4      CHARACTER*7 LINE
5      WRITE(6,1) SUBTAB,LINE,(X(I),I=1,5),(Y(I),I=1,5)
6      RETURN
7 1     FORMAT(13X,A5,' : ',A7,' : ',5(F8.0,' : '),': '5(F8.0,' : '))
8      END

```

Figure H-14. Source Listing of Subprogram BLDSC2 of the AFP Division Compare Reporter

m. **Subroutine DASH1.** Figure H-15 provides the source listing of subroutine DASH1. Subroutine DASH1 outputs a line of 129 dashes as part of a subreport. DASH1 is called from subroutine DOREP.

```

1      SUBROUTINE DASH1
2      WRITE(6,1)
3      RETURN
4 1     FORMAT(1X,129(1H-))
5      END

```

Figure H-15. Source Listing of Subprogram DASH1 of the AFP Division Compare Reporter

n. **Subroutine DASH2.** Figure H-16 provides the source listing of subroutine DASH2. Subroutine DASH2 outputs a short line of 119 dashes as part of a subreport. DASH2 is called from subroutine DOREP.

```

1      SUBROUTINE DASH2
2      WRITE(6,1)
3      RETURN
4      1  FORMAT(11X,11P(1H-))
5      END

```

Figure H-16. Source Listing of Subprogram DASH2 of the AFP Division Reporter

o. Subroutine DOREP. Figure H-17 provides the source listing of subroutine DOREP. Subroutine DOREP is called by the main program of the Reporter to output as many subreports as directed by operator input within the Reporter runstream. The working array WVAL(), in common with the main program, contains the combat potentials that are extracted selectively for output within subreports.

(1) DOREP depends on two scratch arrays: ISS() and IWN(). A subreport may contain up to 10 weapon types.

(a) **ISS(10).** Array ISS() stores the side identifiers of the weapon types to be included within a directed subreport.

(b) **IWN(10).** Array IWN() stores the weapon identifiers of the weapon types to be included within a directed subreport.

(2) A reference array, NOMEN(60,2), is provided within DOREP for the storage and reference of six-character weapon nomenclatures. However, in the current version of DOREP, all nomenclatures have been left blank.

(3) The following comments apply to lines within Figure H-17.

(a) Lines 6-9 declare arrays and two character variables.

(b) Line 11 initializes the weapon nomenclatures to blank.

(c) Line 13 reads the two one-character symbols identifying the columns of subreports.

(d) Line 18 reads the directive for a subreport.

1. IWT specifies how many weapons are to be included within the subreport. IWT should not exceed 10; DOREP does not check for legal values of IWT! An "@EOF" image within the runstream indicates that no more subreports are required; control transfers to statement 1000 for return to the main program.

```

1  SUBROUTINE DOREP
2  14 OCT 83 -- G.E.C.
3  READS REPORTER INSTRUCTIONS UNTIL WEOF
4  TO BUILD AND OUTPUT TYPE WEAPON REPORTS
5
6  COMMON/WPNDAT/WVAL(5,4,60,2,6),COP(5,2,2,6)
7  DIMENSION ISS(10),IWN(10)
8  CHARACTER*1 SER1,SER2
9  CHARACTER*6 NOMEN(60,2)
10
11  DATA NOMEN/120*' '
12
13  READ(5,1) SER1,SER2
14  1 FORMAT(1X,A1,1X,A1)
15
16  GET PARAMETERS FOR A SUBREPORT
17
18  100 READ(5,2,END=1000) IWT,(ISS(I),IWN(I),I=1,IWT)
19  2 FORMAT(1X,A1,1X,A1)
20
21  SKIP TO TOP OF NEW PAGE
22
23  WRITE(6,4)
24  4 FORMAT(1H1)
25
26  WRITE(6,3) SER1,SER2
27  3 FORMAT(50X,A1,'-SERIES',20X,'::',20X,A1,'-SERIES'/
28  1 50X,8H-----,20X,'::',20X,8H-----)
29
30  DO 200 I=1,IWT
31  IW=IWN(I)
32  IS=ISS(I)
33  CALL HEAD
34
35  CALL DASH1
36  CALL BLDCIP(1,IW,IS,1),WVAL(1,1,IW,IS,4),IS)
37  1 WVAL(1,1,IW,IS,1),WVAL(1,1,IW,IS,4),IS)
38  CALL BLDCIP('U CIP',WVAL(1,2,IW,IS,1),WVAL(1,2,IW,IS,4))
39  CALL BLDCIP('M CIP',WVAL(1,3,IW,IS,1),WVAL(1,3,IW,IS,4))
40  CALL BLDCIP('M CIP',WVAL(1,4,IW,IS,1),WVAL(1,4,IW,IS,4))
41  CALL DASH2
42  CALL BLDCIP(2,IW,IS,2),WVAL(1,1,IW,IS,2),
43  1 WVAL(1,1,IW,IS,5))
44  CALL BLDCIP('U CIP',WVAL(1,2,IW,IS,2),WVAL(1,2,IW,IS,5))
45  CALL BLDCIP('M CIP',WVAL(1,3,IW,IS,2),WVAL(1,3,IW,IS,5))
46  CALL BLDCIP('M CIP',WVAL(1,4,IW,IS,2),WVAL(1,4,IW,IS,5))
47  CALL DASH2
48  CALL BLDCIP(3,IW,IS,3),WVAL(1,1,IW,IS,3),
49  1 WVAL(1,1,IW,IS,6))
50  CALL BLDCIP('U CIP',WVAL(1,2,IW,IS,3),WVAL(1,2,IW,IS,6))
51  CALL BLDCIP('M CIP',WVAL(1,3,IW,IS,3),WVAL(1,3,IW,IS,6))
52  CALL BLDCIP('M CIP',WVAL(1,4,IW,IS,3),WVAL(1,4,IW,IS,6))
53  CALL DASH1
54  WRITE(6,2)
55  200 CONTINUE
56
57  GOTO 100
58
59  1000 RETURN
60
61  END

```

Figure H-17. Source Listing of Subprogram DOREP of the AFP Division Compare Reporter

2. ISS(I) specifies the side of the Ith weapon.
 3. IWN(I) specifies the type of the Ith weapon.
- (e) Line 23 ejects to new page.
- (f) Line 26 outputs a subreport heading including one-symbol identifiers of the two divisions being compared.
- (g) Lines 30 and 55 are the outer limits of the loop over the weapon types to be included within the current subreport.
- (h) Lines 31 and 32 set weapon and side scalars for repeated reference within the loop.
- (i) Line 33 calls for the output of standard column headings.
- (j) Lines 35-53 build a one-weapon section of a subreport line-by-line by means of calls to special one-liner subroutines. Some of the subroutines are called more than once, some with different arguments each time. The most important calls are those that send addresses of five-element subarrays within WVAL() for output as five-valued combat potentials. The indexing of WVAL() as arguments within the call statements "picks" the corrent kind of potential, weapon, side, and original input file.
- (k) Line 57 transfers control to statement 100 for another subreport directive, if any.
- p. Subroutine HEAD. Subroutine HEAD is called from subroutine DOREP to output the standard column headings within a subreport. Figure H-18 provides the source listing of subroutine Head.

```

1      SUBROUTINE HEAD
2      WRITE(6,1)
3      RETURN
4      1 FORMAT(' ITEM',23X,
5      1 2(' : PERS : LVEH : HVEH : ACFT : SCALAR :'))
6      END

```

Figure H-18. Source Listing of Subprogram HEAD of the AFP Division Compare Reporter

q. MAP Element CMPMAP. Figure H-19 provides a listing of the MAP element for collection of the program elements of the Division Compare Reporter.

```

1      @MAP      ,G6ROLLUP.CMPARE
2      NOT TPF1.
3      IN      G6ROLLUP.CMPARE
4      IN      G6ROLLUP.DOREP
5      IN      G6ROLLUP.DASH1
6      IN      G6ROLLUP.DASH2
7      IN      G6ROLLUP.HEAD
8      IN      G6ROLLUP.BLDSC1
9      IN      G6ROLLUP.BLDSCIP
10     IN      G6ROLLUP.BLDSCF
11     IN      G6ROLLUP.BLDSC2
12     @EOF

```

Figure H-19. Listing of the MAP Element for Collection of the Program Elements of the AFP Division Compare Reporter



APPENDIX I

THE AFP INTERPOLATION MODULE

Section I. OVERVIEW

I-1. PURPOSE. The AFP Interpolation Module is designed to save time in the determination of final combat potentials for an intermediate Blue equipment inventory "between" two other inventories whose combat potentials are already known. The principal notion of "between" arises for a division undergoing modernization. Such a division begins with a baseline or old inventory, progresses through intermediate inventories, and thus evolves toward a target or final inventory. In the real world, the target inventory may itself be changed long before it is attained. In the AFP world, it is assumed that the target inventory is a final goal. Intermediate inventories must not contain equipment types not found in either the baseline or target inventories.

I-2. FEATURES. Toward accomplishment of the above primary design objective, the AFP Interpolation Module is designed to:

- a. Accept files or elements of final combat potentials for baseline and target inventories.
- b. Accept combat weapon inventories for baseline, target, and intermediate divisions. (The module processes only one intermediate inventory in a single execution.)
- c. Accept the normal input to the AFP CS/CSS Module.
- d. Generate estimates of net CS/CSS moduli averaged over all target categories and combat postures.
- e. Interpolate both unmodulated and modulated CIPs for all Blue weapon types included in the intermediate inventory. The user may select one of two methods described below.
- f. Combine the interpolated CIPs with intermediate weapon quantities to generate interpolated unmodulated and modulated Blue weapon scores.
- g. Sum the interpolated Blue weapon scores to produce interpolated unmodulated and modulated Blue COPs.
- h. Generate a standard formatted final combat potentials file for the intermediate Blue inventory.

I-3. RELATION TO COMPLETE SYSTEM. The relation of the AFP Interpolation Module to the AFP System in general is portrayed in Figure I-1. There the module is highlighted by being enclosed in an oval. What is not obvious in Figure I-1 is that, given final combat potentials for the related DIV A

(baseline) and DIV B (target) divisions, as shown in block 25 of the figure, only the Interpolation Module need be executed in order to estimate the final combat potentials of DIV X (the intermediate division). The other modules need not be executed. Hence, interpolation eliminates at least 16 executions of the Combat and CBT/CS/CSS Merge Modules. Of course, the full system can be executed as usual to estimate the final combat potentials of an intermediate division. Occasional exercise of the full system is recommended as a check on the performance of the Interpolation Module. After all, the Interpolation Module does not perform all the functions of the full AFP System.

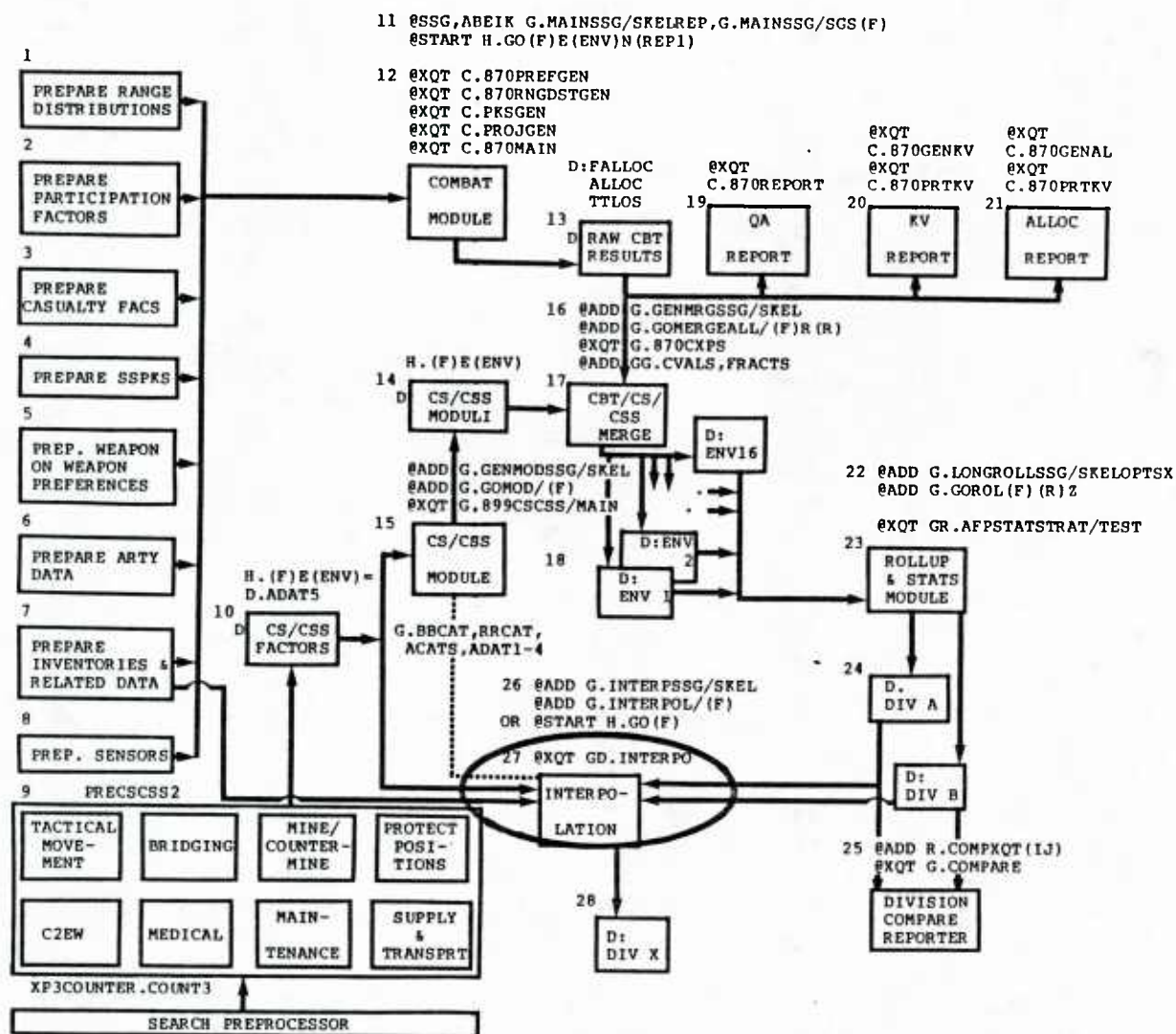


Figure I-1. Relation of the AFP Interpolation Module to the AFP System in General

Section II. INPUT

I-4. PRINCIPLE. Almost all input to the AFP Interpolation Module is identical in format and content to input required by other AFP modules. Data pertaining to the baseline and target divisions are identical in both format and content to the input supplied to other AFP modules in the generation of those divisions' final combat potentials. Data pertaining to an intermediate division are in the standard format but do include new values. The inventory and CS/CSS factors for the intermediate division are both new in content. Interpolation does depend on a special scalar value, the inventory phase parameter. The inventory phase parameter is intended to express the fraction of "time" elapsed from baseline to intermediate inventory dates in relation to the total time between baseline and target inventory dates.

I-5. INPUT TYPES. The AFP Interpolation Module "expects" input data in the following order. Many of the files may be created at run time as copies of source data elements.

- a. The inventory phase parameter (runstream). The number and indices of Blue nondivisional weapons.
- b. Contents of the file (#17) specifying the weapon categories to which Blue weapon types belong. The file is described as BBCAT in Appendix E on the APF CS/CSS Module. The file is read in the Interpolation Module by subprogram GETCAT.
- c. Contents of the file (#18) specifying the weapon categories to which Red weapon types belong. The file is described as RRCAT in Appendix E on the APF CS/CSS Module. The file is read in the Interpolation Module by subprogram GETCAT.
- d. Contents of the file (#11) specifying whether Blue and Red weapon types are affected by CS/CSS factors in general (Y/N for each type). The file is described as ADAT1 in Appendix E on the APF CS/CSS Module. The file is read in the Interpolation Module by subprogram GETDAT.
- e. Contents of the file (#12) specifying for each Blue and Red weapon type and each CS/CSS function whether the corresponding measures and countermeasures apply (Y/N for each measure/countermeasure for each function for each weapon type by Blue and Red). The file is described as ADAT2 in Appendix E on the APF CS/CSS Module. The file is read in the Interpolation Module by subprogram GETDAT.
- f. Contents of the file (#13) specifying for each CS/CSS function and each combat environment whether the Blue and Red countermeasures apply (Y/N for each measure/countermeasure for each function for each combat environment by Blue and Red). The file is described as ADAT3 in Appendix E on the APF CS/CSS Module. The file is read in the Interpolation Module by subprogram GETDAT.

g. Contents of the file (#14) specifying the relative weight ascribed to each CS/CSS function in each combat environment (numerical weight: 0.00 - 1.25, for example). The file is described as ADAT4 in Appendix E on the AFP CS/CSS Module. The file is read in the Interpolation Module by subprogram GETDAT.

h. Name of the file containing the raw CS/CSS factors for the baseline division. The name is read in the Interpolation Module by subprogram USENAM.

i. Pointers (16) specifying for each combat environment the set of CS/CSS factors to be applied. Contents of the file (#29) named in h above and specifying the CS/CSS factors by CS/CSS function (possibly for different combat environments) for Blue and Red measures and countermeasures for the baseline division. The file is described as ADAT5 in Appendix E on the AFP CS/CSS Module. The file is read in the Interpolation Module by subprogram GETFAC.

j. Name of the file containing the raw CS/CSS factors for the target (final) division. The name is read in the Interpolation Module by subprogram USENAM.

k. Pointers (16) specifying for each combat environment the set of CS/CSS factors to be applied. Contents of the file (#29) named in j above and specifying the CS/CSS factors by CS/CSS function (possibly for different combat environments) for Blue and Red measures and countermeasures for the target division. The file is described as ADAT5 in Appendix E on the AFP CS/CSS Module. The file is read in the Interpolation Module by subprogram GETFAC.

l. Name of the file containing the raw CS/CSS factors for the intermediate division. The name is read in the Interpolation Module by subprogram USENAM.

m. Pointers (16) specifying for each combat environment the set of CS/CSS factors to be applied. Contents of the file (#29) named in l above and specifying the CS/CSS factors by CS/CSS function (possibly for different combat environments) for Blue and Red measures and countermeasures for the intermediate division. The file is described as ADAT5 in Appendix E on the AFP CS/CSS Module. The file is read in the Interpolation Module by subprogram GETFAC.

n. Contents of the file (#16) specifying for each CS/CSS function and each combination of Blue weapon categories (12) and Red categories (12) whether the Blue and Red measures and countermeasures apply (Y/N for each combination of function, Blue category, Red category, and Blue and Red measures and countermeasures). The file is described as ACATS in Appendix E on the APF CS/CSS Module. The file is read in the Interpolation Module by subprogram GTCATV.

o. The numerical weights (summing to 1.0) ascribed to the 16 combat environments for weighted summation of partial combat potentials to yield final combat potentials. The weights are read from the runstream by subprogram ENVWTS of the Interpolation Module.

p. Name of the file containing the inventory for the baseline division. The name is read in the Interpolation Module by subprogram USENAM.

q. Contents of the file (#29) named in p above and specifying the quantities of Blue weapons by type in the baseline division inventory. The file is read as G6INVB in the Interpolation Module by subprogram GETINV.

r. Name of the file containing the inventory for the target (final) division. The name is read in the Interpolation Module by subprogram USENAM.

s. Contents of the file (#29) named in r above and specifying the quantities of Blue weapons by type in the target (final) division inventory. The file is read as G6INVT in the Interpolation Module by subprogram GETINV.

t. Name of the file containing the inventory for the intermediate division. The name is read in the Interpolation Module by subprogram USENAM.

u. Contents of the file (#29) named in t above and specifying the quantities of Blue weapons by type in the intermediate division inventory. The file is read as G6INVI in the Interpolation Module by subprogram GETINV.

v. Name of the file containing the final combat potentials of the baseline division. The name is read from the runstream by subprogram GETFIL called by subprogram GETROL of the Interpolation Module.

w. Partial contents of the file (#29) named in v above and specifying the final combat potentials (unmodulated and modulated scores, CIPs, and COPs) of the baseline and opposing divisions. Only the Blue scores are needed from this file. The file is described (paragraph B-2i) and illustrated (Figure B-5) in the AFP product section of Appendix B. The file is read in the Interpolation Module by subprogram GETREC called by subprogram GETROL. Example extract records are shown in Figure I-2. Because combat potentials may not or may have been generated, including target values within the "personnel," light vehicle, heavy vehicle, and aircraft elements, consistency with paragraph y should be maintained.

x. Name of the file containing the final combat potentials of the target (final) division. The name is read from the runstream by subprogram GETFIL called by subprogram GETROL of the Interpolation Module.

y. Partial contents of the file (#29) named in x above and specifying the final combat potentials (unmodulated and modulated scores, CIPs, and COPs) of the target (final) and opposing divisions. Only the Blue scores are needed from this file. The file is described (paragraph B-2i) and illustrated (Figure B-5) in the AFP product section of Appendix B. The file is read in the Interpolation Module by subprogram GETREC called by subprogram GETROL. Example extract records are shown in Figure I-2. Because combat potentials may not or may have been generated, including target values within the "personnel," light vehicle, heavy vehicle, and aircraft elements, consistency with paragraph x should be maintained.

FIELD															
	1	2	3	4	5	6	7	8	9						
25.	110	E	1	0	0	0	16	991.096	67.506	90.345	.000	21.586	1	1	1
26.	130	E	1	0	0	0	16	4.737	.327	.436	.000	.104	1	1	1
27.	150	E	1	0	0	0	16	990.053	67.287	90.312	.000	21.555	1	1	1
28.	170	E	1	0	0	0	16	4.779	.325	.435	.000	.104	1	1	1
29.	110	E	1	0	0	0	17	524.247	35.921	45.623	.000	11.156	1	1	1
30.	130	E	1	0	0	0	17	4.628	.318	.400	.000	.098	1	1	1
31.	150	E	1	0	0	0	17	523.781	35.855	45.722	.000	11.161	1	1	1
32.	170	E	1	0	0	0	17	4.621	.317	.401	.000	.098	1	1	1
33.	110	E	1	0	0	0	20	2669.735	157.594	180.532	3.791	51.092	1	1	1
34.	130	E	1	0	0	0	20	7.992	.473	.538	.011	.153	1	1	1
35.	150	E	1	0	0	0	20	2673.525	157.388	180.920	4.131	51.470	1	1	1
36.	170	E	1	0	0	0	20	8.000	.472	.539	.012	.154	1	1	1
37.	110	E	1	0	0	0	26	105.556	4.346	.000	8.111	8.841	1	1	1
38.	130	E	1	0	0	0	26	3.175	.131	.000	.244	.265	1	1	1
39.	150	E	1	0	0	0	26	107.007	4.320	.000	8.807	9.538	1	1	1
40.	170	E	1	0	0	0	26	3.218	.130	.000	.264	.286	1	1	1
*															
*															
169.	120	E	1	0	0	0	51	3.160	.074	.000	.000	.016	1	1	1
170.	140	E	1	0	0	0	51	.129	.003	.000	.000	.001	1	1	1
171.	160	E	1	0	0	0	51	3.329	.079	.000	.000	.017	1	1	1
172.	180	E	1	0	0	0	51	.136	.003	.000	.000	.001	1	1	1
173.	120	E	1	0	0	0	52	45.216	7.383	.013	.000	.902	1	1	1
174.	140	E	1	0	0	0	52	.741	.121	.000	.000	.015	1	1	1
175.	160	E	1	0	0	0	52	47.456	7.748	.013	.000	.947	1	1	1
176.	180	E	1	0	0	0	52	.778	.127	.000	.000	.015	1	1	1
177.	120	E	1	0	0	0	56	19.989	2.611	.047	.000	.335	1	1	1
178.	140	E	1	0	0	0	56	.169	.022	.000	.000	.003	1	1	1
179.	160	E	1	0	0	0	56	20.952	2.749	.049	.000	.352	1	1	1
180.	180	E	1	0	0	0	56	.178	.023	.000	.000	.003	1	1	1
*															
*															
189.	111	E	1	0	0	0	0	11916.452	897.693	489.232	103.601	293.738	1	1	1
190.	151	E	1	0	0	0	0	11919.645	894.350	488.403	112.592	302.274	1	1	1
191.	121	E	1	0	0	0	0	898.871	184.892	12.760	89.643	112.274	1	1	1
192.	161	E	1	0	0	0	0	975.283	193.200	13.275	106.670	131.446	1	1	1

Figure I-2. Example Extract Records from File of Final Combat Potentials Output from the AFP Rollup and Stats Module as Input to the AFP Interpolation Module

Section III. OUTPUT

I-6. OUTPUT EXAMPLE. The product of the Interpolation Module is a file and listing of final Blue combat potentials for the intermediate division. Typical records of such a file are illustrated in Figure I-3. The file is in standard AFP System combat potential output format as described in paragraph B-2i and also illustrated in Figure B-5 of Appendix B. However, the files producible by the Interpolation Module do not contain Red combat potentials. In Figure I-3, the first four elements of combat potentials have not been weighted by target values.

FIELD															
	1	2	3	4	5	6	7	8	9						
17.	10	E	1	1	1	1	16	1191.458	84.925	113.229	.000	26.959	1	1	1
18.	30	E	1	1	1	1	16	5.784	.412	.550	.000	.131	1	1	1
19.	50	E	1	1	1	1	16	1197.489	85.355	113.802	.000	27.096	1	1	1
20.	70	E	1	1	1	1	16	5.813	.414	.552	.000	.132	1	1	1
21.	10	E	1	1	1	1	17	644.042	47.542	48.500	.000	13.075	1	1	1
22.	30	E	1	1	1	1	17	5.776	.426	.435	.000	.117	1	1	1
23.	50	E	1	1	1	1	17	647.302	47.782	48.746	.000	13.141	1	1	1
24.	70	E	1	1	1	1	17	5.805	.429	.437	.000	.118	1	1	1
25.	10	E	1	1	1	1	20	3252.010	234.271	345.906	5.000	83.696	1	1	1
26.	30	E	1	1	1	1	20	9.855	.710	1.048	.015	.254	1	1	1
27.	50	E	1	1	1	1	20	3272.702	235.457	347.657	5.448	84.554	1	1	1
28.	70	E	1	1	1	1	20	9.917	.714	1.054	.017	.256	1	1	1
29.	10	E	1	1	1	1	26	118.500	6.625	.000	8.000	9.006	1	1	1
30.	30	E	1	1	1	1	26	3.703	.207	.000	.250	.281	1	1	1
31.	50	E	1	1	1	1	26	120.453	6.659	.000	8.717	9.732	1	1	1
32.	70	E	1	1	1	1	26	3.764	.208	.000	.272	.304	1	1	1
								*							
								*							
								*							
157.	20	E	1	1	1	1	51	1.706	.000	.000	.000	.004	1	1	1
158.	40	E	1	1	1	1	51	.059	.000	.000	.000	.000	1	1	1
159.	60	E	1	1	1	1	51	1.780	.000	.000	.000	.005	1	1	1
160.	80	E	1	1	1	1	51	.061	.000	.000	.000	.000	1	1	1
161.	20	E	1	1	1	1	52	51.161	6.395	.000	.000	.810	1	1	1
162.	40	E	1	1	1	1	52	.839	.105	.000	.000	.013	1	1	1
163.	60	E	1	1	1	1	52	53.377	6.672	.000	.000	.845	1	1	1
164.	80	E	1	1	1	1	52	.875	.109	.000	.000	.014	1	1	1
165.	20	E	1	1	1	1	56	21.396	1.297	.000	.000	.192	1	1	1
166.	40	E	1	1	1	1	56	.181	.011	.000	.000	.002	1	1	1
167.	60	E	1	1	1	1	56	22.322	1.353	.000	.000	.201	1	1	1
168.	80	E	1	1	1	1	56	.189	.011	.000	.000	.002	1	1	1
								*							
								*							
								*							
177.	11	E	1	1	1	1	0	16413.689	1193.812	704.285	112.000	373.358	1	1	1
178.	51	E	1	1	1	1	0	16494.709	1197.939	705.834	122.042	384.262	1	1	1
179.	21	E	1	1	1	1	0	1052.358	180.632	13.746	125.153	148.850	1	1	1
180.	61	E	1	1	1	1	0	1144.605	187.630	14.106	150.793	175.517	1	1	1

Figure I-3. Example Extract Records from File of Interpolated Final Combat Potentials as Output by the AFP Interpolation Module for an Intermediate Division (Blue only)

Section IV. RUNSTREAM

I-7. RUNSTREAM INTRODUCTION. This section describes an example SSG program for generating AFP Interpolation Module runstreams and provides some examples of generated runstreams. Familiarity with the UNIVAC Symstream language and SSG processor is assumed.

I-8. INTENT. Runstream generation is intended to simplify several possible problems in correctly applying the Interpolation Module. As should be evident from the preceding section on INPUT, the Interpolation Module requires a variety of data about three different divisions: the baseline, target, and intermediate divisions. In a typical application, the intermediate division may be of interest over several different years with variation in inventory and CS/CSS factors from year to year. The Interpolation Module must be executed separately for each intermediate year. However, the runstream generator, in a single execution, may generate the runstreams for all the intermediate years. Some data are common to the baseline, target, and all intermediate divisions. Some data are needed only for the baseline and target divisions. The module requires that some files be preassigned to logical units throughout a single module run. On the other hand, the module successively assigns some different files to the same logical unit during module execution. The runstream generator is intended to simplify the task of keeping the file assignments "straight."

I-9. RUNSTREAM AND INPUT LINK. Figure I-4 serves as a bridge among the Interpolation Module's input requirements, runstream generation, and later program descriptions. To a large extent, Figure I-4 is a tabular recapitulation of paragraph I-5 in the paragraph on input.

- a. Field 1 identifies a program element requiring data identified somewhere in the module's runstream.
- b. Field 2 provides a generalized identifier of the data set (e.g., part of a file name) or an example value.
- c. Field 3 identifies the "expected" FORTRAN unit.
- d. Field 4 includes FORTRAN record format specifier, as appropriate.
- e. Field 5 identifies receiving arrays or variables.

FIELD				
1	2	3	4	5
Program or Sub- program	Element, File, or Example	Unit	Record Format	Receiving Array or Variable
DOFAX	0.2	5	()	T
GETCAT	BBCAT	17	(3X,10I3)	LBCAT(60)
GETCAT	RRCAR	18	(3X,10I3)	LRCAT(60)
GETDAT	ADAT1	11	(5X,10A1)	BW(60),RW(60)
	ADAT2	12	(5X,9(4A1,1X))	UFUN(9,60)...TFUN(9,60)
	ADAT3	13	(5X,9(4A1,1X))	EUFUN(9,16)...ETFUN(9,16)
	ADAT4	14	(5X,9F6.4)	A(9,16)
USENAM	'BADAT5'	5	(A20)	FNAME
GETFAC	' 1 1...'	5	()	INDX(I,1) I=1,16
	BADAT5	29	(3X,I2,4F8.4)	J,U(I,J,1)...T(I,J,1); I=1,9
USENAM	'TADAT5'	5	(A20)	FNAME
GETFAC	' 1 1...'	5	()	INDX(I,2) I=1,16
	TADAT5	29	(3X,I2,4F8.4)	J,U(I,J,2)...T(I,J,2); I=1,9
USENAME	'IADAT5'	5	(A20)	FNAME
GETFAC	' 1 1...'	5	()	INDX(I,3) I=1,16
	IADAT5	29	(3X,I2,4F8.4)	J,U(I,J,3)...T(I,J,3); I=1,9
(NOTE: Sets of U(I,J,K)...T(I,J,K) need not be input for all values of J; indeed, only one J-set may be sufficient--then all corresponding pointers in INDX(J,K) for given K should point to the same J-set.)				
GTCATV	ACATS	16	(4X,12(1X,4A1))	UCAT(9,12,12)...TCAT(9,12,12)
ENVWTS	0.091	5	()	EW(16)
USENAM	'INVB'	5	(A20)	FNAME
GETINV	INVB	29	()	QTY(60,J) J=1
USENAM	'INVT'	5	(A20)	FNAME
GETINV	INVT	29	()	QTY(60,J) J=2
USENAM	'INVI'	5	(A20)	FNAME
GETINV	INVI	29	()	QTY(60,J) J=3
GETROL				
GETFIL	'ROLb'	5	(A20)	FNAME
GETREC	ROLb	29	(...5F10.3...)	WVAL(5,60,K,4) K=1
GETFIL	'ROLt'	5	(A20)	FNAME
GETREC	ROLt	29	(...5F10.3...)	WVAL(5,60,K,4) K=2
GETFIL	'DONE'	5	(A20)	FNAME

Figure I-4. Summary of the Input Files and Records Required During Execution of the Interpolation Module

I-10. EXAMPLE OF SSG RUNSTREAM GENERATOR. Figure I-5 displays an example SSG program for generating a set of Interpolation Module runstreams. The example is set up for a specific application: division HM in 80 as the baseline, division JM in 84 as the target, and 13 divisions as the intermediates in each of years 80 through 84. Execution of the example program generates 13 runstreams, one for each intermediate division. Production versions of the generator and runstreams must be classified if classified read/write keys are included. No keys are included in any examples shown.

a. SGS Section. The order of SGSs is not important; their contents are critical.

(1) The SGS "PHI" specifies the phase parameter values for the five "intermediate" years. There should be as many values of PHI as there are intermediate years. PHI values always affect computation of modulated combat potentials. Depending on the setting of SGS VARY (see (29) below) PHI value may also affect computation of unmodulated combat potentials. A PHI value is intended to represent the corresponding fraction of time between base and target years.

(2) The SGS "ALLDIV" specifies the symbols identifying the divisions to be "interpolated." The example contains 13 division symbols for generation of 13 runstreams. More or less symbols are permitted.

(3) The SGS "IFORCE" specifies the symbols identifying the years for which interpolations are to be performed for each division identified in ALLDIV above.

(4) The SGS "KTHTR" specifies the symbol (here bbE) to be inserted in output records as the theater identifier. The same theater identifier applies to all intermediate divisions.

(5) The SGS "JTPD" specifies the symbols (here bb80 through bb84) to be inserted in output records as the time period (year) identifier.

(6) The SGS "DIVNUM" specifies the symbols to be inserted in output records as the identifiers (possibly TPSN) of the Blue divisions. The identifiers are assumed to remain constant over all intermediate time periods.

(7) The SGS "IRFOR" specifies the symbol (here bb1000) to be inserted in output records as the threat division identifier.

(8) The SGS "JCASE" provides case identifiers (here b8032 through b8432) to be inserted in output records.

(9) The SGS "BFORCE" specifies the symbol (here HM80) identifying the baseline division in many of the input files/elements. A separate identifier is provided for CS/CSS factors.

```

1 @SSG,BK
2 SGS
3 PHI 0.05 0.25 0.50 0.75 0.95
4 ALLDIV 3M 1C 1A 2A 3A 49A 50A 1M 4M 5M 8M 24M 40M
5 IFORCE 80 81 82 83 84
6 KTHTR 80
7 JTPD 80
8 DIVNUM 2101 2201 2301 2401 2501 2601 2701 2801 2901 3001 3101 ;
9 3201 3301 3401 3501 3601 ;
10 3701 3801 3901
11 IRFOR 1000
12 JCASE 8032 8132 8232 8332 8432
13 BFORCE HM80
14 TFORCE JM84
15 BFORCEEC HMCO
16 TFORCEEC JMCO
17 BFORCEES HSC
18 TFORCEES JS4
19 ROLNAME R16X10 R16X10
20 ENVWTS 0.126 0.126 0.042 0.126
21 ENVWTS 0.054 0.054 0.036 0.036
22 ENVWTS 0.128 0.032 0.096 0.064
23 ENVWTS 0.016 0.040 0.016 0.008
24 NEWOUT Y
25 BNODIV 41
26 USEFILES N N Y Y Y Y Y
27 SNAME HM80 JM84 80 81 82 83 84
28 ENAME R16X10 R16X10
29 CSFILE BADATS TADATS IADATS
30 LOCALS N N
31 CSPTR 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4 .BASE
32 CSPTR 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4 .TARGET
33 CSPTR 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4 .INTERMEDIATE
34 FIL ADAT1 ADAT2 ADAT3 ADAT4 ACATS BBCAT RRCAT
35 NUM 11 12 13 14 16 17 18
36 ELTLIST Y
37 START N
38 VARY TRUE
39 @EOF
40 SKEL
41 *INCREMENT IDX TO [ALLDIV,1]
42 *CREATE SGS: IDIV [ALLDIV,1,IDX,1]
43 *CREATE SGS: IBFOR [DIVNUM,1,IDX,1]
44 *IF [START,1,1,1] = Y
45 *BRKPT,K H7RUNS.GO[IDIV,1,1,1]
46 *EDIT ON
47 #RUN,/TPR D030[IDIV,1,1,1,0,1,2],H3899T2277D,UNCLASSIFIED,600,10008
48 . COOPER 762-8786
49 *ELSE
50 *BRKPT,K 30GECTEST.INTERPOL/[IDIV,1,1,1]

```

Figure I-5. Example of SSG Program for the Generation of Runstreams for Execution of the AFP Interpolation Module
(page 1 of 6 pages)

```

51 *END
52 #HDG UNCLASSIFIED AFP INTERPOL [9FORCE,1,1,1] [IDIV,1,1,1] [TFORCE,1,1,
53 *IF [ELTLIST,1,1,1] = Y
54 #ELT,L 30GECTEST.INTERPSSG/SKEL
55 *IF [START,1,1,1] = Y
56 #ELT,L H7RUNS.GO[IDIV,1,1,1]
57 *ELSE
58 #ELT,L 30GECTEST.INTERPOL/[IDIV,1,1,1]
59 *END
60 *END
61 *INCREMENT A TO [FIL,1]
62 #ASG,T [NUM,1,A,1], ///100
63 #ED 30GECTEST.[FIL,1,A,1],[NUM,1,A,1].
64 *LOOP
65 *IF [LOCALCS,1,1,1] = Y
66 #ASG,T [CSFILE,1,1,1], ///100 . BASE CSCSS FACTORS
67 #DATA,IL [CSFILE,1,1,1]:
68 1 1 1.0 1.0 1.0 1.0
69 2 1 1.00 1.00 1.00 1.00
70 3 1 1.00 1.00 1.00 1.00
71 4 1 1.00 1.00 1.00 1.00
72 5 1 1.00 1.00 1.00 1.00
73 6 1 1.00 1.00 1.00 1.00
74 7 1 1.00 1.00 1.00 1.00
75 8 1 1.00 1.00 1.00 1.00
76 9 1 1.00 1.00 1.00 1.00
77 1 1 1.00 1.00 1.00 1.00
78 2 1 1.00 1.00 1.00 1.00
79 3 1 1.00 1.00 1.00 1.00
80 4 1 1.00 1.00 1.00 1.00
81 5 1 1.00 1.00 1.00 1.00
82 6 1 1.00 1.00 1.00 1.00
83 7 1 1.00 1.00 1.00 1.00
84 8 1 1.00 1.00 1.00 1.00
85 9 1 1.00 1.00 1.00 1.00
86 1 1 1.00 1.00 1.00 1.00
87 2 1 1.00 1.00 1.00 1.00
88 3 1 1.00 1.00 1.00 1.00
89 4 1 1.00 1.00 1.00 1.00
90 5 1 1.00 1.00 1.00 1.00
91 6 1 1.00 1.00 1.00 1.00
92 7 1 1.00 1.00 1.00 1.00
93 8 1 1.00 1.00 1.00 1.00
94 9 1 1.00 1.00 1.00 1.00
95 1 1 1.00 1.00 1.00 1.00
96 2 1 1.00 1.00 1.00 1.00
97 3 1 1.00 1.00 1.00 1.00
98 4 1 1.00 1.00 1.00 1.00
99 5 1 1.00 1.00 1.00 1.00
100 6 1 1.00 1.00 1.00 1.00

```

Figure I-5. Example of SSG Program for the Generation of Runstreams for
Execution of the AFP Interpolation Module
(page 2 of 6 pages)

```

101      7  4  1.0    1.0    1.0    1.0
102      8  4  1.0    1.0    1.0    1.0
103      9  4  1.0    1.0    1.0    1.0
104      #END
105      *ELSE
106      #ASG,T [CSFILE,1,1,1].          . BASE CSCSS FACTORS
107      #ED,1 [CSFILE,1,1,1].
108      #EDIT
109      *INCREMENT IX FROM 1 TO 4
110      ADD H7CSCSSI.[BFORCEC,1,1,1]EO[*IX]
111      *LOOP .IX
112      EXI
113      *END
114      *IF [LOCALCS,1,2,1] = Y
115      #ASG,T [CSFILE,1,2,1].,///100 . TARGET CSCSS FACTORS
116      #DATA,IL [CSFILE,1,2,1].
117      1  1  1.0    1.0    1.0    1.0
118      2  1  1.00   1.00   1.00   1.00
119      3  1  1.00   1.00   1.00   1.00
120      4  1  1.00   1.00   1.00   1.00
121      5  1  1.00   1.00   1.00   1.00
122      6  1  1.00   1.00   1.00   1.00
123      7  1  1.00   1.00   1.00   1.00
124      8  1  1.00   1.00   1.00   1.00
125      9  1  1.00   1.00   1.00   1.00
126      1  2  1.00   1.00   1.00   1.00
127      2  2  1.00   1.00   1.00   1.00
128      3  2  1.00   1.00   1.00   1.00
129      4  2  1.00   1.00   1.00   1.00
130      5  2  1.00   1.00   1.00   1.00
131      6  2  1.00   1.00   1.00   1.00
132      7  2  1.00   1.00   1.00   1.00
133      8  2  1.00   1.00   1.00   1.00
134      9  2  1.00   1.00   1.00   1.00
135      1  3  1.00   1.00   1.00   1.00
136      2  3  1.00   1.00   1.00   1.00
137      3  3  1.00   1.00   1.00   1.00
138      4  3  1.00   1.00   1.00   1.00
139      5  3  1.00   1.00   1.00   1.00
140      6  3  1.00   1.00   1.00   1.00
141      7  3  1.00   1.00   1.00   1.00
142      8  3  1.00   1.00   1.00   1.00
143      9  3  1.00   1.00   1.00   1.00
144      1  4  1.00   1.00   1.00   1.00
145      2  4  1.00   1.00   1.00   1.00
146      3  4  1.00   1.00   1.00   1.00
147      4  4  1.00   1.00   1.00   1.00
148      5  4  1.00   1.00   1.00   1.00
149      6  4  1.00   1.00   1.00   1.00
150      7  4  1.00   1.00   1.00   1.00

```

Figure I-5. Example of SSG Program for the Generation of Runstreams for Execution of the AFP Interpolation Module
(page 3 of 6 pages)

```

151      8  4  1.0      1.0      1.0      1.0
152      9  4  1.0      1.0      1.0      1.0
153      #END
154      *ELSE
155      #ASG,T [CSFILE,1,2,1].      . TARGET CSCSS FACTORS
156      #ED,I [CSFILE,1,2,1].
157      #EDIT
158      *INCREMENT IX FROM 1 TO 4
159      ADD H7CSCSSI.[TFORCEC,1,1,1]EO[*IX]
160      *LOOP      .IX
161      EXI
162      *END
163      #ASG,A H7BASEDATA.      . INVENTORIES
164      #ASG,T 30INVB.,///4000
165      #ASG,T 30INVT.,///4000
166      #ASG,T 30INVI.,///4000
167      *IF [USEFILES,1,1,1] = Y
168      #ASG,A H7[BFORCES,1,1,1][ROLNAME,1,1,1].      . BASE ROLLUP
169      #USE B.,H7[BFORCES,1,1,1][ROLNAME,1,1,1].
170      *ELSE
171      #ASG,T B.
172      #ASG,A H7[SNAME,1,1,1].
173      #ED H7[SNAME,1,1,1].[ENAME,1,1,1],B.      . BASE ROLLUP
174      *END
175      *IF [USEFILES,1,2,1] = Y
176      #ASG,A H7[TFORCES,1,1,1][ROLNAME,1,2,1].      . TARGET ROLLUP
177      #USE T.,H7[TFORCES,1,1,1][ROLNAME,1,2,1].
178      *ELSE
179      #ASG,T T.
180      #ASG,A H7[SNAME,1,2,1].
181      #ED H7[SNAME,1,2,1].[ENAME,1,2,1],T.      . TARGET ROLLUP
182      *END
183      #ED H7BASEDATA.[BFORCE,1,1,1]EO1,30INVB.
184      #ED H7BASEDATA.[TFORCE,1,1,1]EO1,30INVT.
185      #ASG,T [CSFILE,1,3,1].,///100      . INTERMEDIATE CSCSS FACTORS
186      *INCREMENT FO TO [IFORCE,1]
187      *EDIT ON
188      #HDG UNCLASSIFIED AFP INTERPOL [BFORCE,1,1,1] [IDIV,1,1,1]&
189      [IFORCE,1,FO,1] [TFORCE,1,1,1]
190      #ERS 30INVI.
191      #ED H7BASEDATA.[IDIV,1,1,1][IFORCE,1,FO,1]EO1,30INVI.
192      #FRS [CSFILE,1,3,1].
193      *IF [LOCALCS,1,3,1] = Y
194      #DATA,IL [CSFILE,1,3,1].
195      1  1  1.0      1.0      1.0      1.0
196      2  1  1.0      1.0      1.0      1.0
197      3  1  1.0      1.0      1.0      1.0
198      4  1  1.0      1.0      1.0      1.0
199      5  1  1.0      1.0      1.0      1.0
200      6  1  1.0      1.0      1.0      1.0

```

Figure I-5. Example of SSG Program for the Generation of Runstreams for Execution of the AFP Interpolation Module
(page 4 of 6 pages)


```

201 1.0 1.0 1.0 1.0 1.0
202 1.0 1.0 1.0 1.0 1.0
203 1.0 1.0 1.0 1.0 1.0
204 1.0 1.0 1.0 1.0 1.0
205 1.0 1.0 1.0 1.0 1.0
206 1.0 1.0 1.0 1.0 1.0
207 1.0 1.0 1.0 1.0 1.0
208 1.0 1.0 1.0 1.0 1.0
209 1.0 1.0 1.0 1.0 1.0
210 1.0 1.0 1.0 1.0 1.0
211 1.0 1.0 1.0 1.0 1.0
212 1.0 1.0 1.0 1.0 1.0
213 1.0 1.0 1.0 1.0 1.0
214 1.0 1.0 1.0 1.0 1.0
215 1.0 1.0 1.0 1.0 1.0
216 1.0 1.0 1.0 1.0 1.0
217 1.0 1.0 1.0 1.0 1.0
218 1.0 1.0 1.0 1.0 1.0
219 1.0 1.0 1.0 1.0 1.0
220 1.0 1.0 1.0 1.0 1.0
221 1.0 1.0 1.0 1.0 1.0
222 1.0 1.0 1.0 1.0 1.0
223 1.0 1.0 1.0 1.0 1.0
224 1.0 1.0 1.0 1.0 1.0
225 1.0 1.0 1.0 1.0 1.0
226 1.0 1.0 1.0 1.0 1.0
227 1.0 1.0 1.0 1.0 1.0
228 1.0 1.0 1.0 1.0 1.0
229 1.0 1.0 1.0 1.0 1.0
230 1.0 1.0 1.0 1.0 1.0
231 1.0 1.0 1.0 1.0 1.0
232 1.0 1.0 1.0 1.0 1.0
233 1.0 1.0 1.0 1.0 1.0
234 1.0 1.0 1.0 1.0 1.0
235 1.0 1.0 1.0 1.0 1.0
236 1.0 1.0 1.0 1.0 1.0
237 1.0 1.0 1.0 1.0 1.0
238 1.0 1.0 1.0 1.0 1.0
239 1.0 1.0 1.0 1.0 1.0
240 1.0 1.0 1.0 1.0 1.0
241 1.0 1.0 1.0 1.0 1.0
242 1.0 1.0 1.0 1.0 1.0
243 1.0 1.0 1.0 1.0 1.0
244 1.0 1.0 1.0 1.0 1.0
245 1.0 1.0 1.0 1.0 1.0
246 1.0 1.0 1.0 1.0 1.0
247 1.0 1.0 1.0 1.0 1.0
248 1.0 1.0 1.0 1.0 1.0
249 1.0 1.0 1.0 1.0 1.0
250 1.0 1.0 1.0 1.0 1.0

```

```

#END
*ELSE
#ED,I [CSFILE,1,3,1].
#EDIT
*INCREMENT IX FROM 1 TO 4
ADD H7CSCSI.[IDIV,1,1,1][IFORCE,1,FO,1]EO[*IX]
*LOOP .IX
EXI
*END
*IF [USEFILES,1,FO+2,1] = Y
*IF [NEWOUT,1,1,1] = Y
#DELETE,C H7INT[IDIV,1,1,1][IFORCE,1,FO,1].
#ASG,UP H7INT[IDIV,1,1,1][IFORCE,1,FO,1]. . INTERP OUTPUT FILE
#KEEP,C H7INT[IDIV,1,1,1][IFORCE,1,FO,1].
*ELSE
#ASG,A H7INT[IDIV,1,1,1][IFORCE,1,FO,1]. . INTERP OUTPUT FILE
*END
#USE 30.,H7INT[IDIV,1,1,1][IFORCE,1,FO,1].
*ELSE
#ASG,T 30. .INTERP TEMP OUTPUT FILE

```

Figure I-5. Example of SSG Program for the Generation of Runstreams for Execution of the AFP Interpolation Module
(page 5 of 6 pages)

```

251 #ASG,A H7[IDIV,1,1,1][SNAME,1,FO+2,1].
252 *END
253 #ERS 30.
254 #XQT 30DOFAX.INTERPO
255 [PHI,1,FO,1] [VARY,1,1,1]
256 *EDIT ON
257 [BNODIV,1]&
258 *INCREMENT IBNO TO [BNODIV,1]
259 [BNODIV,1,IBNO,1]&
260 *LOOP .IBNO
261 *EDIT OFF
262 *INCREMENT CSFIL TO 3
263 [CSFILE,1,CSFIL,1].
264 [CSPTR,CSFIL,1,1]
265 *LOOP .CSFIL
266 *INCREMENT EW TO [ENVWTS]
267 [ENVWTS,Ew,1,1]
268 *LOOP .EW
269 30INVB.
270 30INVT.
271 30INVI.
272 *. IMAGE GIVING INDICES IN CBT POT OUTPUT RECORDS
273 *EDIT ON
274 [KTHTR,1,1,1]?
275 [JTPD,1,FO,1]&
276 0 0 0&
277 [IBFOR,1,1,1]&
278 [IRFOR,1,1,1]&
279 [JCASE,1,FO,1]
280 B.
281 T.
282 DONE
283 *IF [USEFILES,1,FO+2,1] = N
284 #ED 30.,H7[IDIV,1,1,1][SNAME,1,FO+2,1].INT
285 *FND
286 #DATA,L 30.
287 #END
288 #FREE 30.
289 *LOOP .FO
290 #DATA,L B.
291 #END
292 #DATA,L T.
293 #END
294 *INCREMENT A TO [NUM,1]
295 #FREE [NUM,1,A,1].
296 *LOOP .A
297 #FREE 3.
298 #FREE T.
299 *IF [START,1,1,1] = Y
300 #FIN
301 *END
302 *REMOVE SGS IDIV
303 *REMOVE SGS IBFOR
304 *LOOP .IDX
305 3EOF
306 3EOF

```

Figure I-5. Example of SSG Program for the Generation of Runstreams for Execution of the AFP Interpolation Module
(page 6 of 6 pages)

(10) The SGS "TFORCE" specifies the symbol (here JM84) identifying the target division in many of the input files/elements. A separate identifier is provided for CS/CSS factors.

(11) The SGS "BFORCEC" specifies the symbol (here HMOO) identifying the baseline division in CS/CSS factor input. The symbol may be the same as for BFORCE if so defined at CS/CSS factor generation time.

(12) The SGS "TFORCEC" specifies the symbol (here JMOO) identifying the target division in CS/CSS factor input. The symbol may be the same as for TFORCE if so defined at CS/CSS factor generation time.

(13) The SGS "BFORCES" specifies the symbol (here H80) identifying the baseline division in final combat potential input file. The name is critical only if the corresponding USEFILES symbol (defined below) is Y(es. The symbol may be the same as for TFORCE is so defined at rollup time.

(14) The SGS "TFORCES" specifies the symbol (here J84) identifying the target division in final combat potential input file. The name is critical only if the corresponding USEFILES symbol (defined below) is Y(es. The symbol may be the same as for TFORCE is so defined at rollup time.

(15) The SGS "ROLNAME" specifies the symbols identifying parts of the names of final combat potential input files for the baseline and target divisions. (Here both symbols are R16x2, suggesting that the final potentials of both baseline and target divisions were determined by rollups over all 16 combat environments and two replications.) ROLNAMEs are used only if the corresponding USEFILES setting is Y(es.

(16) The SGS "ENVWTS" specifies the 16 weights (summing to 1.0) to be used in "rolling up" over all 16 combat environments.

(17) The SGS "NEWOUT" specifies whether new files must be opened for receiving the results of interpolations. Y(es or N(o specifies whether the output file is a new one.

(18) The SGS "BNODIV" specifies which Blue weapon types (here only 41) are to be regarded as nondivisional. The effect is to exclude nondivisional weapons from COP computation.

(19) The SGS "USEFILES" specifies whether combat potential data are to be treated as files Y(es or elements N(o. The symbols correspond to baseline, target, and intermediate divisions.

(20) The SGS "SNAME" specifies parts of the names of the files containing combat potential elements. The symbols are critical only if the corresponding USEFILES are set to N(o.

(21) The SGS "ENAME" specifies the element names of combat potentials of the baseline and target divisions. The symbols are critical only if the corresponding USEFILES are set to N(o.

(22) The SGS "CSFILE" specifies names of temporary files for CS/CSS factors for baseline, target, and intermediate divisions.

(23) The SGS "LOCALCS" specifies whether CS/CSS factors are to be used as defined within the generator (here all 1.0) or as defined in other sources. Y(es specifies use of the data in the generator; N(o specifies an external source. Specifications are set separately for baseline, target, and intermediate divisions. Only one switch is set for the intermediate divisions; i.e., it is assumed that the same data strategy (though not necessarily the same data) apply to all the intermediate divisions.

(24) The SGS "CSPTR" specify the combat environment sets of CS/CSS factors to be used in each of the 16 combat environments for each of the baseline, target, and intermediate divisions. It is assumed that the same specification applies to all intermediate divisions. The SGSs correspond to baseline, target, and intermediate divisions, respectively. The CS/CSS factor strategy of the combat module is to read one or more sets of factors for each division and then to use the sets by combat environment in accord with CSPTR.

(25) The SGS "FIL" specifies the names of elements containing data used in the calculation of CS/CSS moduli.

(26) The SGS "NUM" specifies the temporary files into which the elements specified in FIL are copied respectively.

(27) The SGS "ELTLIST" specifies whether the SSG program and corresponding runstream are to be listed in run output. Y(es produces the listings. Note that Y(es leads to printing the SSG program current at the time of runstream excution; that version may not be the one current at the time of runstream generation.

(28) The SGS "START" specifies whether runstreams are to be generated as START elements Y(es or simple ADD elements N(o. START elements begin with @RUN and end with @FIN images.

(29) The SGS "VARY" specifies whether the phase parameter PHI is to affect the computation of intermediate unmodulated combat potentials.

b. SKEL Section. The SKEL section of Figure I-5 creates names of files and elements and control images in accord with the above SGS definitions. Generated runstream elements are saved for careful inspection prior to their execution. The SKEL section is hardly the most general program imaginable. Special AFP cases or conditions may require modification of both SGS and SKEL. However, many special, one-time variations may be handled most easily by editing a standard generated runstream without change to the SSG program. Note that the example program is based on the assumption that all versions of the intermediate division have data named consistently. On the other hand, the program already includes SGSs permitting some variation in naming; e.g., HM80, HM00, H80, were all necessary during system development and test because analysts exercised nonstandard initiatives in naming files and elements. (It is a law of nature that analysts follow naming conventions no more than half the time.) Changes to the limits in lines 40 and 185 permit generation of runstreams for any consecutive subsets of divisions and years.

I-11. GENERATED RUNSTREAM I. Figure I-6 displays the runstream generated as a START element for the division 3M in accord with the example SSG program shown in Figure I-5. The example shown generates 12 other runstreams during single execution.

I-12. GENERATED RUNSTREAM II. Figure I-7 displays a runstream generated as an ADD element for the division 24M in accord with the example SSG program shown in Figure I-5 but with "START N". That example (with "START N") would generate 12 other ADD elements as well.

```

1  @RUN,/TPR DCG63M,H3899T2277D,UNCLASSIFIED,600,1000 .
2  @HDS UNCLASSIFIED AFP INTERPOL HMSC 3M J84
3  @ELT,L G6GECTEST.INTERPSSG/SKEL
4  @ELT,L H7RUNS.G03M
5  @ASG,T 11.,///100
6  @ED G6GECTEST.ADAT1,11.
7  @ASG,T 12.,///100
8  @ED G6GECTEST.ADAT2,12.
9  @ASG,T 13.,///100
10 @ED G6GECTEST.ADAT3,13.
11 @ASG,T 14.,///100
12 @ED G6GECTEST.ADAT4,14.
13 @ASG,T 16.,///100
14 @ED G6GECTEST.ACATS,16.
15 @ASG,T 17.,///100
16 @ED G6GECTEST.BSCAT,17.
17 @ASG,T 18.,///100
18 @ED G6GECTEST.RRCAT,18.
19 @ASG,T BADATS. . BASE CSCSS FACTORS
20 @EV,I BADATS.
21 @EDIT
22 ADD H7CSCSSI.HMQJF01
23 ADD H7CSCSSI.HMQJF02
24 ADD H7CSCSSI.HMQJF03
25 ADD H7CSCSSI.HMQJF04
26 EXI
27 @ASG,T TADATS. . TARGET CSCSS FACTORS
28 @EV,I TADATS.
29 @EDIT
30 ADD H7CSCSSI.JMQJF01
31 ADD H7CSCSSI.JMQJF02
32 ADD H7CSCSSI.JMQJF03
33 ADD H7CSCSSI.JMQJF04
34 EXI
35 @ASG,A H7BASEDATA. . INVENTORIES
36 @ASG,T G6INVB.,///4000
37 @ASG,T G6INVT.,///4000
38 @ASG,T G6INVI.,///4000
39 @ASG,T B.
40 @ASG,A H7HMSC.
41 @ED H7HMSC.R16X10,B. . BASE ROLLUP
42 @ASG,T T.
43 @ASG,A H7J84.
44 @ED H7J84.R16X10,T. . TARGET ROLLUP
45 @ED H7BASEDATA.HM8CED1,G6INVB.
46 @ED H7BASEDATA.JM84ED1,G6INVT.
47 @ASG,T IADATS.,///100 . INTERMEDIATE CSCSS FACTORS
48 @HDS UNCLASSIFIED AFP INTERPOL HMSC 3M80 J84
49 @ERS G6INVI.
50 @ED H7BASEDATA.3M8CED1,G6INVI.

```

Figure I-6. First Example of an SSG-generated Runstream for
Execution of the AFP Interpolation Module
(page 1 of 5 pages)

```

51  @ERS IADATS.
52  @ED,I IADATS.
53  @EDIT
54  ADD H7CSCSSI.3M80F01
55  ADD H7CSCSSI.3M80F02
56  ADD H7CSCSSI.3M80F03
57  ADD H7CSCSSI.3M80F04
58  EXI
59  @DELETE,C H7INT3M80.
60  @ASG,UP H7INT3M80. . INTERP OUTPUT FILE
61  @KEEP,C H7INT3M80.
62  @USE 30.,H7INT3M80.
63  @ERS 30.
64  @XGT G6DOFAX.INTERPO
65  @.US TRUE
66  1 41
67  @ADATS.
68  1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
69  @ADATS.
70  1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
71  @ADATS.
72  1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
73  0.126 0.126 0.042 0.126
74  0.054 0.054 0.036 0.036
75  0.128 0.032 0.006 0.064
76  0.016 0.040 0.016 0.003
77  G6INVE.
78  G6INVI.
79  G6INVI.
80  E 30 0 0 0 2101 1000 9032
81  @.
82  @T.
83  @DOVE
84  @DATA,L 30.
85  @END
86  @FREE 30.
87  @HDE UNCLASSIFIED AFP INTERPOL HY30 3M81 JM84
88  @ERS G6INVI.
89  @ED H7BASEDATA.3M81F01,G6INVI.
90  @ERS IADATS.
91  @ED,I IADATS.
92  @EDIT
93  ADD H7CSCSSI.3M81F01
94  ADD H7CSCSSI.3M81F02
95  ADD H7CSCSSI.3M81F03
96  ADD H7CSCSSI.3M81F04
97  EXI
98  @DELETE,C H7INT3M81.
99  @ASG,UP H7INT3M81. . INTERP OUTPUT FILE
100 @KEEP,C H7INT3M81.

```

Figure I-6. First Example of an SSG-generated Runstream for
Execution of the AFP Interpolation Module
(page 2 of 5 pages)


```

101 @USE 30.,H7INT3M81.
102 @ERS 30.
103 @XGT G6DOFAY.INTERPO
104 0.25 TRUE
105 1 41
106 @ADATS.
107 1 2 3 4 1 2 3 4 1 2 3 4
108 @ADATS.
109 1 2 3 4 1 2 3 4 1 2 3 4
110 @ADATS.
111 1 2 3 4 1 2 3 4 1 2 3 4
112 0.126 0.126 0.042 0.126
113 0.054 0.054 0.036 0.036
114 0.128 0.032 0.096 0.064
115 0.016 0.040 0.016 0.008
116 G6INVB.
117 G6INVT.
118 G6INVI.
119 E 81 0 0 0 2101 1000 8132
120 B.
121 T.
122 DONE
123 @DATA,L 30.
124 @END
125 @FREE 30.
126 @HDS UNCLASSIFIED AFP INTERPOL HMR0 3M82 JMR4
127 @ERS G6INVI.
128 @ED H7BASEDATA.3M82E01,G6INVI.
129 @ERS @ADATS.
130 @ED,I @ADATS.
131 @EDIT
132 ADD H7CSCSSI.3M82E01
133 ADD H7CSCSSI.3M82E02
134 ADD H7CSCSSI.3M82E03
135 ADD H7CSCSSI.3M82E04
136 EXI
137 @DELETE,C H7INT3M82.
138 @ASG,UP H7INT3M82. . INTERP OUTPUT FILE
139 @KEEP,C H7INT3M82.
140 @USE 30.,H7INT3M82.
141 @ERS 30.
142 @XGT G6DOFAY.INTERPO
143 0.50 TRUE
144 1 41
145 @ADATS.
146 1 2 3 4 1 2 3 4 1 2 3 4
147 @ADATS.
148 1 2 3 4 1 2 3 4 1 2 3 4
149 @ADATS.
150 1 2 3 4 1 2 3 4 1 2 3 4

```

Figure I-6. First Example of an SSG-generated Runstream for
Execution of the AFP Interpolation Module
(page 3 of 5 pages)

```

151      0.126 0.126 0.042 0.126
152      0.054 0.054 0.036 0.036
153      0.128 0.032 0.096 0.064
154      0.016 0.040 0.016 0.006
155      G6INVB.
156      G6INVT.
157      G6INVI.
158      E 82 0 0 0 2101 1000 8232
159      B.
160      T.
161      DONE
162      @DATA,L 30.
163      @END
164      @FREE 30.
165      @HUG UNCLASSIFIED AFP INTERPOL HY30 3M83 JY84
166      @ERS G6INVI.
167      @ED H7BASEDATA.3M83E01,G6INVI.
168      @ERS IADATS.
169      @ED,I IADATS.
170      @EDIT
171      ADD H7CSCSSI.3M83E01
172      ADD H7CSCSSI.3M83E02
173      ADD H7CSCSSI.3M83E03
174      ADD H7CSCSSI.3M83E04
175      EX1
176      @DELETE,C H7INT3M83.
177      @ASG,UP H7INT3M83. . INTERP OUTPUT FILE
178      @KEEP,C H7INT3M83.
179      @USE 30.,H7INT3M83.
180      @ERS 30.
181      @XGT G6DOFAX.INTERPO
182      0.75 TRUE
183      1 41
184      @ADATS.
185      1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
186      @ADATS.
187      1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
188      @ADATS.
189      1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
190      0.126 0.126 0.042 0.126
191      0.054 0.054 0.036 0.036
192      0.128 0.032 0.096 0.064
193      0.016 0.040 0.016 0.006
194      G6INVB.
195      G6INVT.
196      G6INVI.
197      E 82 0 0 0 2101 1000 8372
198      B.
199      T.
200      DONE

```

Figure I-6. First Example of an SSG-generated Runstream for
Execution of the AFP Interpolation Module
(page 4 of 5 pages)

```

201      @DATA,L 30.
202      @END
203      @FREE 30.
204      @HDG UNCLASSIFIED AFP INTERPOL HMRO 3M84 JMB4
205      @ERS G6INVI.
206      @ED H7BASEDATA.3M84E01,G6INVI.
207      @ERS IADATS.
208      @ED,I IADATS.
209      @EDIT
210      ADD H7CSCSSI.3M84E01
211      ADD H7CSCSSI.3M84E02
212      ADD H7CSCSSI.3M84E03
213      ADD H7CSCSSI.3M84E04
214      EX1
215      @DELETE,C H7INT3M84.
216      @ASG,UP H7INT3M84. . INTERP OUTPUT FILE
217      @KEEP,C H7INT3M84.
218      @USE 30.,H7INT3M84.
219      @ERS 30.
220      @XGT G6DOFAX.INTERPO
221      @.95 TRUE
222      1 41
223      @ADATS.
224      1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
225      @ADATS.
226      1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
227      @ADATS.
228      1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
229      @.126 @.126 @.042 @.126
230      @.054 @.054 @.036 @.036
231      @.128 @.032 @.096 @.064
232      @.016 @.040 @.016 @.006
233      @G6INVR.
234      @G6INVT.
235      @G6INVI.
236      E 84 0 0 0 2101 1000 8432
237      @.
238      @T.
239      @ONE
240      @DATA,L 30.
241      @END
242      @FREE 30.
243      @DATA,L 8.
244      @END
245      @DATA,L T.
246      @END
247      @FREE 11.
248      @FREE 12.
249      @FREE 13.
250      @FREE 14.
251      @FREE 16.
252      @FREE 17.
253      @FREE 18.
254      @FREE E.
255      @FREE T.
256      @FIN

```

Figure I-6. First Example of an SSG-generated Runstream for
Execution of the AFP Interpolation Module
(page 5 of 5 pages)

```

1  @HDG UNCLASSIFIED AFP INTERPOL HMPD 24M JM84
2  @ELT,L 30GECTEST.INTERPSSG/SKEL
3  @ELT,L 30GECTEST.INTERPOL/24M
4  @ASG,T 11.,///100
5  @ED 30GECTEST.ADAT1,11.
6  @ASG,T 12.,///100
7  @ED 30GECTEST.ADAT2,12.
8  @ASG,T 13.,///100
9  @ED 30GECTEST.ADAT3,13.
10 @ASG,T 14.,///100
11 @ED 30GECTEST.ADAT4,14.
12 @ASG,T 16.,///100
13 @ED 30GECTEST.ACATS,16.
14 @ASG,T 17.,///100
15 @ED 30GECTEST.HBCAT,17.
16 @ASG,T 18.,///100
17 @ED 30GECTEST.RRCAT,18.
18 @ASG,T BADATS. . BASE CSCSS FACTORS
19 @ED,I BADATS.
20 @EDIT
21 ADD H7CSCSSI.HMDOEO1
22 ADD H7CSCSSI.HMDOEO2
23 ADD H7CSCSSI.HMDOEO3
24 ADD H7CSCSSI.HMDOEO4
25 EXI
26 @ASG,T TADATS. . TARGET CSCSS FACTORS
27 @ED,I TADATS.
28 @EDIT
29 ADD H7CSCSSI.JMDOEO1
30 ADD H7CSCSSI.JMDOEO2
31 ADD H7CSCSSI.JMDOEO3
32 ADD H7CSCSSI.JMDOEO4
33 EXI
34 @ASG,A H7BASEDATA. . INVENTORIES
35 @ASG,T 30INVB.,///4000
36 @ASG,T 30INVT.,///4000
37 @ASG,T 30INVI.,///4000
38 @ASG,T B.
39 @ASG,A H7HMPD.
40 @ED H7HMPD.R16X10,B. . BASE ROLLUP
41 @ASG,T T.
42 @ASG,A H7JM84.
43 @ED H7JM84.R16X10,T. . TARGET ROLLUP
44 @ED H7BASEDATA.HMDOEO1,30INVB.
45 @ED H7BASEDATA.JM84EO1,30INVT.
46 @ASG,T IADATS.,///100 . INTERMEDIATE CSCSS FACTORS
47 @PDG UNCLASSIFIED AFP INTERPOL HMPD 24M JM84
48 @ERS 30INVI.
49 @ED H7BASEDATA.24MROEO1,30INVI.
50 @ERS IADATS.

```

Figure I-7. Second Example of an SSG-generated Runstream for
Execution of the AFP Interpolation Model
(page 1 of 5 pages)

```

51      @ED,I IADAT5.
52      @EDIT
53      ADD H7CSCSSI.24M80E01
54      ADD H7CSCSSI.24M80E02
55      ADD H7CSCSSI.24M80E03
56      ADD H7CSCSSI.24M80E04
57      EXI
58      @DELETE,C H7INT24M80.
59      @ASG,UP H7INT24M80. . INTERP OUTPUT FILE
60      @KEEP,C H7INT24M80.
61      @USE 30.,H7INT24M80.
62      @ERS 30.
63      @XQT 30DOFAX.INTERPO
64      @.05 TRUE
65      1.41
66      @ADAT5.
67      1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
68      @ADAT5.
69      1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
70      @ADAT5.
71      1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
72      @.126 @.126 @.042 @.126
73      @.054 @.054 @.036 @.036
74      @.126 @.032 @.096 @.064
75      @.016 @.040 @.016 @.008
76      @3@INVI.
77      @INVT.
78      @INVI.
79      E 80 0 0 0 3801 1000 8032
80      @.
81      @T.
82      @DONE
83      @DATA,L 30.
84      @END
85      @FREE 30.
86      @HDC UNCLASSIFIED AFP INTERPOL HMR0 24M81 JY84
87      @ERS 30INVI.
88      @ED H7BASEDATA.24M81E01,30INVI.
89      @ERS IADAT5.
90      @ED,I IADAT5.
91      @EDIT
92      ADD H7CSCSSI.24M81E01
93      ADD H7CSCSSI.24M81E02
94      ADD H7CSCSSI.24M81E03
95      ADD H7CSCSSI.24M81E04
96      EXI
97      @DELETE,C H7INT24M81.
98      @ASG,UP H7INT24M81. . INTERP OUTPUT FILE
99      @KEEP,C H7INT24M81.
100     @USE 30.,H7INT24M81.

```

Figure I-7. Second Example of an SSG-generated Runstream for Execution of the AFP Interpolation Module
(page 2 of 5 pages)

```

101 @ERS 30.
102 @XQT 30DOFAX.INTERPO
103 @.25 TRUE
104 1 41
105 @ADATS.
106 1 2 3 4 1 2 3 4 1 2 3 4
107 @ADATS.
108 1 2 3 4 1 2 3 4 1 2 3 4
109 @ADATS.
110 1 2 3 4 1 2 3 4 1 2 3 4
111 0.126 0.126 0.042 0.126
112 0.054 0.054 0.036 0.036
113 0.126 0.032 0.096 0.064
114 0.016 0.040 0.016 0.008
115 @OINVB.
116 @OINVI.
117 @OINVI.
118 E 81 0 0 0 3801 1000 8132
119 B.
120 T.
121 DONE
122 @DATA,L 30.
123 @END
124 @FREE 30.
125 @HDG UNCLASSIFIED AFP INTERPOL H80 24Y82 JY84
126 @ERS 30INVI.
127 @ED H7BASEDATA.24M82E01,30INVI.
128 @ERS @ADATS.
129 @ED,I @ADATS.
130 @EDIT
131 ADD H7CSCSSI.24M82E01
132 ADD H7CSCSSI.24M82E02
133 ADD H7CSCSSI.24M82E03
134 ADD H7CSCSSI.24M82E04
135 EXI
136 @DELETE,C H7INT24M82.
137 @ASSG,UP H7INT24M82. . INTERP OUTPUT FILE
138 @KEEP,C H7INT24M82.
139 @USE 30.,H7INT24M82.
140 @ERS 30.
141 @XQT 30DOFAX.INTERPO
142 @.50 TRUE
143 1 41
144 @ADATS.
145 1 2 3 4 1 2 3 4 1 2 3 4
146 @ADATS.
147 1 2 3 4 1 2 3 4 1 2 3 4
148 @ADATS.
149 1 2 3 4 1 2 3 4 1 2 3 4
150 0.126 0.126 0.042 0.126

```

Figure I-7. Second Example of an SSG-generated Runstream for
Execution of the AFP Interpolation Module
(page 3 of 5 pages)

```

151      0.054 0.054 0.036 0.036
152      0.128 0.032 0.096 0.064
153      0.016 0.040 0.016 0.008
154      30INVB.
155      30INVT.
156      30INVI.
157      E      82      0      0      0      3801      1000      8232
158      B.
159      T.
160      DONE
161      @DATA,L 30.
162      @END
163      @FREE 30.
164      @HDG UNCLASSIFIED AFP INTERPOL HME0 24M93 JMB4
165      @ERS 30INVI.
166      @ED H7BASEDATA.24M83E01,30INVI.
167      @ERS IADATS.
168      @ED,I IADATS.
169      @EDIT
170      ADD H7CSCSSI.24M83E01
171      ADD H7CSCSSI.24M83E02
172      ADD H7CSCSSI.24M83E03
173      ADD H7CSCSSI.24M83E04
174      EXI
175      @DELETE,C H7INT24M83.
176      @ASSG,UP H7INT24M83. . INTERP OUTPUT FILE
177      @KEEP,C H7INT24M83.
178      @USE 30.,H7INT24M83.
179      @ERS 30.
180      @XGT 30@CFAX.INTERPO
181      0.75 TRUE
182      1.41
183      @ADATS.
184      1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
185      @ADATS.
186      1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
187      @ADATS.
188      1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
189      0.126 0.126 0.042 0.126
190      0.054 0.054 0.036 0.036
191      0.126 0.032 0.096 0.064
192      0.016 0.040 0.016 0.008
193      30INVB.
194      30INVT.
195      30INVI.
196      E      83      0      0      0      3801      1000      8332
197      B.
198      T.
199      DONE
200      @DATA,L 30.

```

Figure I-7. Second Example of an SSG-generated Runstream for
Execution of the AFP Interpolation Module
(page 4 of 5 pages)


```

201  @END
202  @FREE 30.
203  @HDG UNCLASSIFIED AFP INTERPOL HME0 24M84 JY84
204  @ERS 30INVI.
205  @FD H7BASEDATA.24M84EQ1,30INVI.
206  @ERS IADATS.
207  @ED,I IADATS.
208  @EDIT
209  ADD H7CSCSSI.24M84EQ1
210  ADD H7CSCSSI.24M84EQ2
211  ADD H7CSCSSI.24M84EQ3
212  ADD H7CSCSSI.24M84EQ4
213  EXI
214  @DELETE,C H7INT24M84.
215  @ASSG,UP H7INT24M84. . INTERP OUTPUT FILE
216  @KEEP,C H7INT24M84.
217  @USE 30.,H7INT24M84.
218  @ERS 30.
219  @XGT 30DOFAX.INTERPO
220  0.95 TRUE
221  1.41
222  @ADATS.
223  1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
224  @ADATS.
225  1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
226  @ADATS.
227  1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4
228  0.126 0.126 0.042 0.126
229  0.054 0.054 0.036 0.036
230  0.126 0.032 0.096 0.064
231  0.016 0.040 0.016 0.008
232  @CINVE.
233  @CINVT.
234  @CINVI.
235  E 84 0 0 0 3801 1000 8432
236  B.
237  T.
238  @ONE
239  @DATA,L 30.
240  @END
241  @FREE 30.
242  @DATA,L B.
243  @END
244  @DATA,L T.
245  @END
246  @FREE 11.
247  @FREE 12.
248  @FREE 13.
249  @FREE 14.
250  @FREE 16.
251  @FREE 17.
252  @FREE 18.
253  @FREE 5.
254  @FREE T.

```

Figure I-7. Second Example of an SSG-generated Runstream for
Execution of the AFP Interpolation Module
(page 5 of 5 pages)

Section V. PROGRAM

I-13. MOTIVATION. The AFP Interpolation Module implements logic for the interpolation of combat potentials of divisions with inventories "between" two bounding inventories whose combat potentials are already known. In its current form, the Interpolation Module estimates combat potentials in something less than 1/100 the computer time required to determine potentials from scratch. In absolute terms, the times are 10 minutes for interpolation and over 40 hours for full system execution with 10 Combat Module replications, per combat environment. The increase in speed is accompanied by some loss in accuracy.

I-14. PROGRAM LOGIC. Figure I-8 displays the basic logical flow of the Interpolation Module. The flow diagram does not reveal the interpolation technique, which is imbedded in the subprograms GETINV through XMCIP and, to a degree, in OUTX, the output routine. The algorithm is explained in paragraph I-16. But before coming to grips with the algorithm, the operator/programer should pause to consider that much more than a single quantity must be estimated. The Interpolation Module must estimate the unmodulated and modulated scores and CIPs for up to 60 Blue weapon types. Inasmuch as scores are merely the products of equipment quantities and corresponding CIPs, it is only the CIPs that need be interpolated in the usual sense of the word. Once CIPs have been estimated, simple multiplication yields scores. And once scores have been determined, summing the unmodulated and modulated scores yields the unmodulated and modulated COPs, respectively. The unmodulated and modulated CIPs are determined differently. Because the explanation of the algorithm involves references to Interpolation Module program arrays, the module's reference and working arrays are defined in the next paragraph, before detailed description of interpolation.

a. The key to the interpolation method is recognition of the need to determine net CS/CSS moduli for the three inventories. This is a simple matter for the baseline and target inventories. For them, net moduli are defined simply as the ratios of modulated to unmodulated scores from the files of final combat potentials. Those files are available from the AFP Rollup and Stats Module. For a specific weapon type, let the net moduli be represented by $M(B)$ and $M(T)$ for the baseline (B) and target (T) inventories, respectively. Needed are corresponding $M(I)$ for the intermediate (I) force. But, of course, no file of combat potentials already exists for the intermediate force; it is that file which is to be generated by the Interpolation Module. However, data are already available to construct so-called "synthetic moduli" for all three forces.

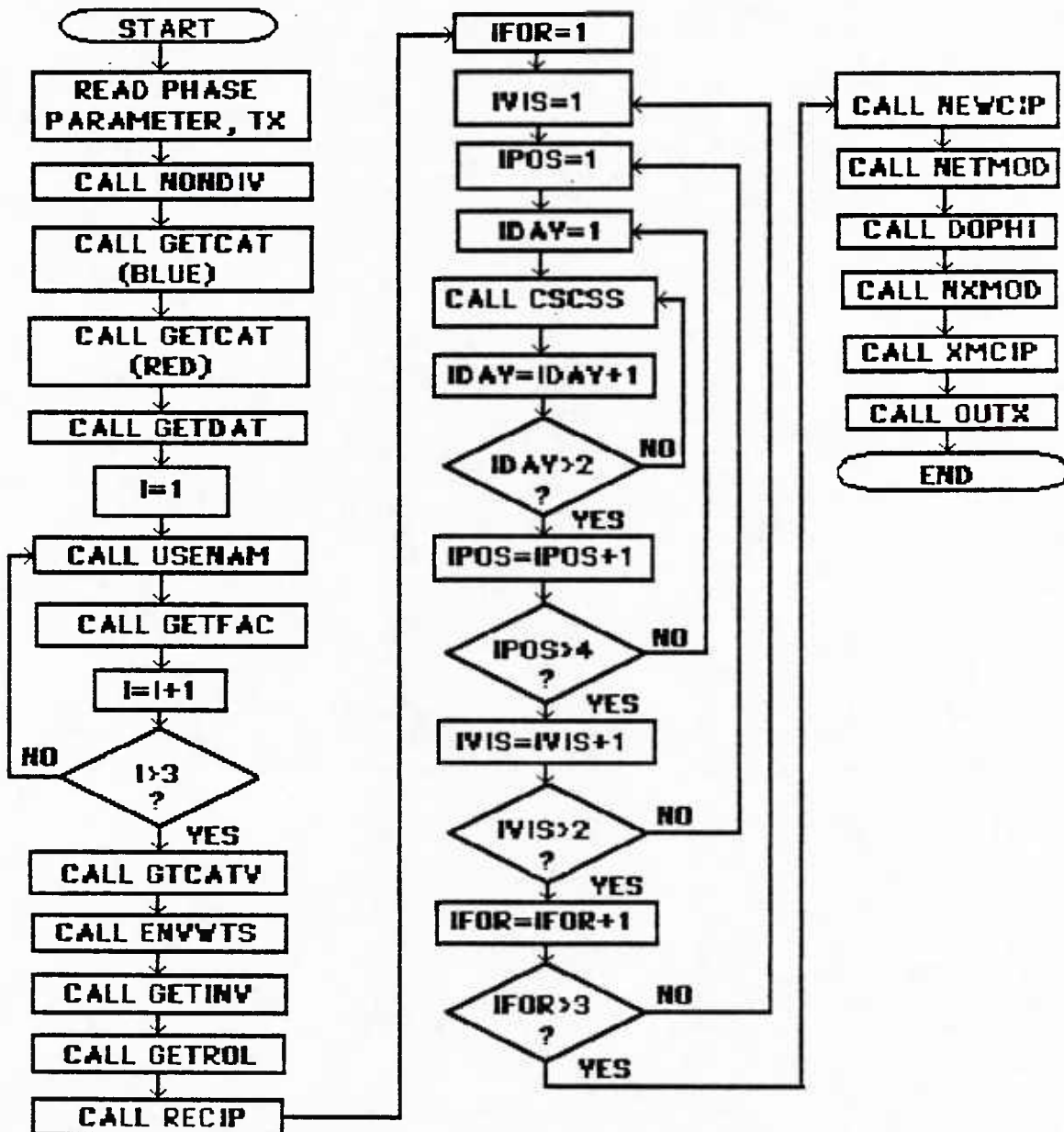


Figure I-8. Flow Diagram of the Basic Logic of the AFP Interpolation Module

b. An implied table has the form:

	Baseline	Intermediate	Target
Net modulus	M(B)	?	M(T)
Synthetic modulus	S(B)	S(I)	S(T)

where only the "?" for M(I) is unknown. It is assumed that the following relation holds:

$$M(I)/S(I) = (1-p) * M(B)/S(B) + p * M(T)/S(T)$$

hence, M(I) is determined as

$$M(I) = S(I) * ((1-p) * M(B)/S(B) + p * M(T)/S(T))$$

where "p" is a so-called "phase parameter" reflecting whether the intermediate division is "closer" to the baseline or target division. The parameter should lie on the range $0.0 \leq p \leq 1.0$. The algorithm described in paragraph I-16 below implements this notion of determining M(I) in terms of M(B), S(B), M(T), S(T), and p for all components of modulated scores and CIPs for all Blue weapon types.

I-15. PROGRAM ARRAYS. The principal arrays defined and used in the Interpolation Module are referenced in the paragraph I-16 description of the interpolation algorithm.

a. **QTY(60,3).** The array QTY() stores the weapon inventories of the baseline, target, and intermediate divisions for reference. Once stored, the inventories are not modified. An array element QTY(I,J) is indexed:

(1) I=1 to 60 for the 60 Blue weapon types.

(2) J=1 to 3 for the three divisions: baseline, target, and intermediate.

b. **RSCORE(5,60,2).** The array RSCORE() stores the five-valued final unmodulated scores for weapons of the baseline and target divisions. Once stored, the scores are not modified. The array RSCORE() is sometimes treated as the first subarray of the larger array WVAL(5,60,2,4). An array element RSCORE(K,J,K) is indexed:

(1) I=1 to 5 for the five components of unmodulated scores: personnel, light armored vehicles, heavy armored vehicles, aircraft, and scalar.

(2) J=1 to 60 for the 60 Blue weapon types.

(3) K=1 to 2 for the baseline and target divisions.

c. **XSCORE(5,60,2).** The array XSCORE() stores the five-valued final modulated scores for weapons of the baseline and target divisions. Once stored, the scores are not modified. The array XSCORE() is sometimes treated as the third subarray of the larger array WVAL(5,60,2,4). An array element XSCORE(I,J,K) is indexed:

- (1) I=1 to 5 for the five components of modulated scores: personnel, light armored vehicles, heavy armored vehicles, aircraft, and scalar.
- (2) J=1 to 60 for the 60 Blue weapon types.
- (3) K=1 to 2 for the baseline and target divisions.

d. **UCIP(5,60,2).** The array UCIP() stores the five-valued final unmodulated CIPs for weapons of the baseline and target divisions. Although the CIPs are available directly from the files of final combat potentials for the baseline and target divisions, the values in those files are the result of truncation of usually more precise values. The Interpolation Module restores some of that precision by dividing the corresponding unmodulated score by the inventory quantities. The array UCIP() is sometimes treated as the second subarray of the target array WVAL(5,60,2,4). An array element UCIP(I,J,K) is indexed:

- (1) I=1 to 5 for the five components of unmodulated CIPs: personnel, light armored vehicles, heavy armored vehicles, aircraft, and scalar.
- (2) J=1 to 60 for the 60 Blue weapon types.
- (3) K=1 to 2 for the baseline and target divisions.

e. **XCIP(5,60,2).** The array XCIP() stores the five-valued final modulated CIPs for weapons of the baseline and target divisions. Although the CIPs are available directly from the files of final combat potentials for the baseline and target divisions, the values in those files are the result of truncation of usually more precise values. The Interpolation Module restores some of that precision by dividing the corresponding unmodulated score by the inventory quantities. The array XCIP() is sometimes treated as the fourth subarray of the target array WVAL(5,60,2,4). An array element XCIP(I,J,K) is indexed:

- (1) I=1 to 5 for the five components of unmodulated CIPs: personnel, light armored vehicles, heavy armored vehicles, aircraft, and scalar.
- (2) J=1 to 60 for the 60 Blue weapon types.
- (3) K=1 to 2 for the baseline and target divisions.

f. **XNMOD(5,60,3).** (This array is also sometimes identified as XMOD(5,60,3).) The array XNMOD() stores derived values of what are called the "net CS/CSS moduli." These special versions of CS/CSS moduli are generated during the interpolation process for the baseline, target, and intermediate divisions. The net moduli are generated first for the baseline and

target divisions. These and other factors are then used to generate net moduli for the intermediate division. An array element XNMOD(I,J,K) is indexed:

- (1) I=1 to 5 for the five components of combat potentials: personnel, light armored vehicles, heavy armored vehicles, aircraft, and scalar.
- (2) J=1 to 60 for the 60 Blue weapon types.
- (3) K=1 to 2 for the baseline, target, and intermediate divisions.

g. FAX(12,60,3). The array FAX() stores derived sample values of CS/CSS moduli for the baseline, target, and intermediate divisions. The values are derived within the Interpolation Module by the standard AFP CS/CSS approach for each combat posture and then (weighted) summed over posture. The values are samples in the sense that only one Red weapon per target category is considered. An array element FAX(I,J,K) is indexed:

- (1) I=1 to 12 for the 12 Red target categories.
- (2) J=1 to 60 for the 60 Blue weapon types.
- (3) K=1 to 3 for the baseline, target, and intermediate divisions.

h. PHI(60,3). The array PHI() stores derived "synthetic CS/CSS moduli" for the baseline, target, and intermediate divisions. The values are simply the arithmetic means of elements in array FAX() averaged over the 12 Red target categories. Hence, an element of array PHI() is a special CS/CSS modulus already averaged over targets and combat postures. An array element PHI(I,J) is indexed:

- (1) I=1 to 60 for the 60 Blue weapon types.
- (2) J=1 to 3 for baseline, target, and intermediate divisions.

i. XUCIP(5,60). The array XUCIP() stores derived, interpolated estimates of unmodulated CIPs for the intermediate division. An array element XUCIP(I,J) is indexed:

- (1) I=1 to 5 for the five components of unmodulated CIPs: personnel, light armored vehicles, heavy armored vehicles, aircraft, and scalar.
- (2) J=1 to 60 for the 60 Blue weapon types of the intermediate division.

j. VCIP(5,60). The array VCIP() stores derived, interpolated estimates of modulated CIPs for the intermediate division. An array element VCIP(I,J) is indexed:

- (1) I=1 to 5 for the five components of modulated CIPs: personnel, light armored vehicles, heavy armored vehicles, aircraft, and scalar.

(2) J=1 to 60 for the 60 Blue weapon types of the intermediate division.

k. **EWT(16)**. The array EWT() stores combat environmental weights. The Interpolation Module reads the 16 environmental weights. An array element EWT(I) is indexed by combat environment.

l. **INDX(16,3)**. The array INDX() stores pointers specifying the sets of CS/CSS factors to be used by combat environment and by division. An array element INDX(I,J) is indexed:

(1) I=1 to 16 for the combat environments.

(2) J=1 to 3 for the baseline, target, and intermediate divisions.

m. The subprogram CSCSS within the Interpolation Module is very nearly identical to a subprogram within the AFP System's CS/CSS Module. Apart from the arrays FAX() and EWT() introduced above, subprogram CSCSS uses the same arrays already identified and defined in Appendix E on the CS/CSS process in particular.

n. Note that the personnel through aircraft elements of combat potentials may include target values if so generated by the AFP CBT/CS/CSS Merge Module. If so, the "personnel" element then also may contain some other weapon values.

I-16. KEY TO INTERPOLATION ALGORITHM. Figure I-9 provides the principal track for describing the methods used to interpolate unmodulated and modulated CIPs. Once the new CIPs have been obtained, the unmodulated and modulated scores can be obtained by simple multiplication in steps not represented in Figure I-9. The description involves references to Interpolation Module program arrays (defined in paragraph I-15 immediately above) and special simplified symbols (in Figure I-9) representing arbitrary elements within those arrays.

a. The unmodulated scores and CIPs and the modulated scores and CIPs are already known for the baseline and target divisions for all weapon types. These are symbolized for the Ith component of combat potentials and Jth Blue weapon type in Figure I-9 by:

(1) Unmodulated score--BB = RSCORE(I,J,1) for the baseline division and LLL = RSCORE(I,J,2) for the target division.

(2) Unmodulated CIP--DDD = UCIP(I,J,1) for the baseline division and NNN = UCIP(I,J,2) for the target division.

(3) Modulated score--CCC = XSCORE(I,J,1) for the baseline division and MMM = XSCORE(I,J,2) for the target division.

(4) Modulated CIP--EEE = XCIP(I,J,1) for the baseline division and OOO = XCIP(I,J,2) for the target division.

AFP CIP INTERPOLATION									
	BASELINE INVENTORY			INTERMEDIATE INVENTORY			TARGET INVENTORY		
1	AAA	BBB	CCC	DDD	EEE	FFF	GGG	HHH	III
2	GETIN	AAA	BBB	CCC	DDD	EEE	FFF	GGG	HHH
3	RECIP	AAA	BBB	CCC	DDD	EEE	FFF	GGG	HHH
4	CSCSS	AAA	BBB	CCC	DDD	EEE	FFF	GGG	HHH
5	NEWCIP	AAA	BBB	CCC	DDD	EEE	FFF	GGG	HHH
6	NETHOD	AAA	BBB	CCC	DDD	EEE	FFF	GGG	HHH
7	DOPHI	AAA	BBB	CCC	DDD	EEE	FFF	GGG	HHH
8	NXMOD	AAA	BBB	CCC	DDD	EEE	FFF	GGG	HHH
9	XMCLIP	AAA	BBB	CCC	DDD	EEE	FFF	GGG	HHH
1-TH COMPONENT OF COMBAT POTENTIAL (PERSONNEL, LIGHT ARMORED VEHICLES, HEAVY ARMORED VEHICLES, AIRCRAFT, SCALAR).									
J-TH BLUE WEAPON TYPE.									
K-TH RED WEAPON CATEGORY (OF 12).									
FAX MODULI BY RED WEAPON CATEGORY BY BLUE WEAPON TYPE; WEIGHTED SUM OVER FOUR COMBAT POSTURES.									
PHI MODULI AVERAGED OVER RED WEAPON CATEGORIES.									
T INVENTORY PHASE PARAMETER.									
1,2,3 BASELINE, TARGET (FINAL), AND INTERMEDIATE INVENTORIES.									
NOTE#1 OR HHH=(BBB*LLL)/(AAA*KKK)									
BOTH SHOWN FOR PROGRAM VARIABLE VARY=.FALSE.									
IF VARY=.TRUE., THEN									
HHH=((1-T)*AAA*DDD+T*KKK*NNN)/((1-T)*AAA+T*KKK)									

Figure I-9. Tabular Summary of the Steps in Computation of Interpolated Unmodulated and Modulated CIPs within the AFP Interpolation Module

b. It remains for the Interpolation Module to determine the counterparts of the quantities in paragraph a for the intermediate division. There is some freedom in the order in which steps may be performed. The order of steps shown in Figure I-9 is convenient but arbitrary in some respects.

(1) Step 1 in Figure I-9 corresponds to the call of subprogram GETINV in order to read and store the inventories of the baseline, target, and intermediate weapon inventories in array QTY() symbolized by the general elements $AAA = QTY(J,1)$, $KKK = QTY(J,2)$, and $GGG = QTY(J,3)$, respectively.

(2) Step 2 in Figure I-9 corresponds to the call of subprogram GETROL in order to read and store the unmodulated and modulated scores for the baseline and target divisions in arrays RSCORE() and XSCORE() symbolized by the general elements BBB, CCC, LLL, and MMM, respectively.

(3) Step 3 in Figure I-9 corresponds to the call of subprogram RECIP in order to compute and store values of the unmodulated and modulated CIPs for the baseline and target divisions in arrays UCIP() and XCIP() symbolized by the general elements DDD, EEE, NNN, and OOO, respectively. Although values are available directly from the original combat potential files for the baseline and target divisions, the subprogram RECIP generates higher precision elements. In each case, a CIP is computed simply as the result of dividing a score by the inventory of the corresponding weapon type. Thus, $DDD = BBB / AAA$, for example. At this stage, enough information is already in hand for computation of the unmodulated CIPs for the intermediate division; however, this step is not performed until step 5 below.

(4) Step 4 in Figure I-9 corresponds to calls of subprogram CSCSS in order to compute sample CS/CSS moduli for the baseline, target, and intermediate divisions. The moduli are samples in the sense that they are computed for all Blue weapons types but only in relation to a single target type from each of the 12 Red weapon categories. Moduli are computed for each of the 16 combat environments and summed in accord with the usual combat environmental weights. The results of this step are stored in array FAX() for use later in step 7.

(5) Step 5 in Figure I-9 corresponds to the call (with argument VARY =,FALSE.) of program NEWCIP in order to compute the unmodulated CIPs for the intermediate division. Results are stored in array XUCIP() for later output. An element of the array XUCIP() is symbolized by HHH in Figure I-9. Note that the HHH are one of the desired classes of final combat potentials sought. The formula for the HHH is straightforward:

$$HHH = (AAA * DDD + KKK * NNN) / (AAA + KKK)$$

It is characteristic of the AFP System that the same weapon type may have different CIPs in different divisions. Thus, in general, the unmodulated CIPs DDD and NNN may be unequal. The problem is to choose unmodulated CIPs HHH "between" those values for the intermediate division. The given

formula assigns the HHH in proportion to the quantities of the corresponding weapon types in each of the baseline and target inventories. Note that if the CIPs are the same in the baseline and target divisions, the same value is assigned to the intermediate division, regardless of the numbers of weapons of that type. If NEWCIP is called with VARY=.TRUE, $HHH = ((1 - PHI) * AAA * DDD + PHI * KKK * NNN) / ((1 - PHI) * AAA + PHI * KKK)$, this latter option permits unmodulated combat potentials to vary with PHI (the phase of the intermediate year) unless DDD + NNN.

(6) Step 6 in Figure I-9 corresponds to the call of subprogram NETMOD in order to compute and store what are called the "net CS/CSS moduli" implicit in the original results for the baseline and target divisions. In general, the modulated scores and CIPs for the baseline and target divisions are the results of summation over 16 combat environments and over many engagements; hence, those results involve the application of possibly very many CS/CSS moduli for each weapon type. A measure of the net effect of all the summation is given by the ratio of a modulated score to an unmodulated score (or for that matter, the ratio of a modulated CIP to an unmodulated CIP). The net CS/CSS moduli are stored in array XNMOD(), whose elements are symbolized in Figure I-9 by FFF and PPP for the baseline and target divisions, respectively. Notice that the net moduli depend on results of both the CS/CSS Module and the Combat Module. A net modulus for the baseline division, for example, is then simply

$$FFF = CCC / BBB, \text{ or}$$

$$(\text{net modulus}) = (\text{modulated score}) / (\text{unmodulated score})$$

which, as already noted, can also be determined as

$$(\text{net modulus}) = (\text{modulated CIP}) / (\text{unmodulated CIP})$$

The idea here is to estimate the net moduli for the baseline and target divisions and, in the following steps, to estimate net moduli for the intermediate division, and then apply those net moduli as multipliers of the already derived unmodulated CIPs to generate modulated CIPs...

$$(\text{modulated CIP}) = (\text{net modulus}) * (\text{unmodulated CIP})$$

but this is jumping all the way to step 9 below. Before that...

(7) Step 7 in Figure I-9 corresponds to the call of subprogram DOPHI in order to rollup the previously determined sample CS/CSS moduli over the 12 Red target categories. The results of summation of elements of array FAX() are stored in array PHI() for the baseline, target, and intermediate divisions. Notice that the elements of array PHI() do not depend on results of the Combat Module.

(8) Step 8 in Figure I-9 corresponds to the call of subprogram NXMOD in order to estimate and store the net CS/CSS moduli of the intermediate division. Results are stored in array XNMOD() with elements corresponding

to the intermediate division symbolized by III in Figure I-9. In terms of the foregoing notation and symbols,

$$III = PHI(J,3) * ((1-T) * FFF / PHI(J,1) + T * PPP / PHI(J,2))$$

Note that PHI() for all the divisions were determined without reference to the Combat Module. FFF and PPP were determined for the baseline and target divisions by reference to both the CS/CSS and Combat Modules. It is assumed that the missing reference to the Combat Module in the case of the intermediate division can be "filled in" as being in proportion to corresponding known ratios FFF/PHI(J,1) and PPP/PHI(J,2). Here, an "inventory phase parameter" T is introduced. As applied in the above expression, T is simply a convexity parameter on the interval 0.00 - 1.0. It is intended to reflect how far in "inventory time" the intermediate division has progressed from baseline to target inventory. Currently the Interpolation Module applies the same value of T to all weapon types. Certainly the definition of T can be generalized to depend on weapon type in general and inventory in particular; i.e., it may be made a function of AAA, GGG, and KKK, if necessary, to make interpolation more accurate.

(9) Step 9 in Figure I-9 corresponds to the call of subprogram XMCIP in order to estimate and store final modulated CIPs for the intermediate division. The results, of course, depend on the foregoing steps. The modulated CIPs are stored in array VCIP(), whose elements are symbolized by JJJ in Figure I-9. The computation is implied to multiply the previously estimated unmodulated CIPs by the just determined net CS/CSS moduli.

$$JJJ = III * HHH$$

$$(\text{modulated CIP}) = (\text{net modulus}) * (\text{unmodulated CIP})$$

At the close of step 9, both the unmodulated and modulated CIPs of the intermediate division have been estimated. It remains to determine the unmodulated and modulated scores as well as unmodulated and modulated COPs. These steps are not shown in Figure I-9. The steps are performed within OUTX, the output subprogram. The scores are generated by multiplying CIPs by the corresponding weapon counts from the previously stored inventory data.

$$(\text{score}) = (\text{quantity}) * (\text{CIP})$$

The COPs are generated by summation of the scores.

I-17. SOURCE LISTINGS. The source listings for the main and subprograms of the Interpolation Module appear in Figures I-10 through I-34. The source listings include some intralinear comments. The following paragraphs provide additional commentary.

I-18. MAIN PROGRAM DOFAX. Figure I-10 presents the source listing of the program element DOFAX, the main program of the Interpolation Module.

```

1      C 7 OCT 83 -- G. E. C.
2      C PROGRAM TO INTERPOLATE CIPS, UNMOD & MOD, FOR AN INVENTORY
3      C 'BETWEEN' A BASELINE (BASE) AND AN END DATE (TARGET) INVENTORY
4      C BASE--->INTERMEDIATE--->TARGET
5      C
6      C
7      C
8      C
9      C
10     C   PARAMETER M=60,N=60,NFUNS=9,NENV=16,NCATS=12
11     C
12     C   COMMON/FAX3/FAX(12,60,3),EWT(16)
13     C   COMMON/FORCES/OTY(60,3)
14     C   COMMON/RCLLBT/RSCORE(5,60,2),UCIP(5,60,2),XSCORE(5,60,2),
15     C   1 XCIP(5,60,2)
16     C   COMMON/NEWVAL/XUCIP(5,60),XMOD(5,60,3),PHI(60,3),VCIP(5,60)
17     C   COMMON/FACTOR/U(9,16,3),V(9,16,3),S(9,16,3),T(9,16,3),
18     C   1 INDX(16,3)
19     C   COMMON/ALPK/IWRK,ISCNT,ITHTRX,ITPCX,IVISXX,IPCSXX,IDAYXX
20     C
21     C   CHARACTER*1 BW(M),RW(N),UFUN(NFUNS,M),VFUN(NFUNS,M),
22     C   1 SFUN(NFUNS,N),TFUN(NFUNS,N),EUFUN(NFUNS,NENV),
23     C   2 EVFUN(NFUNS,NENV),ESFUN(NFUNS,NENV),ETFUN(NFUNS,NENV),
24     C   3 UCAT(NFUNS,NCATS,NCATS),VCAT(NFUNS,NCATS,NCATS),
25     C   4 SCAT(NFUNS,NCATS,NCATS),TCAT(NFUNS,NCATS,NCATS)
26     C   CHARACTER*3 ITHTRX
27     C
28     C   DIMENSION A(NFUNS,NENV),LBCAT(M),LRCAT(N)
29     C   LOGICAL VARY
30     C   DATA NPOS,NDAY/4,2/
31     C
32     C   ARRAYS
33     C   -----
34     C   FAX(I,J,K) BLUE CSCSS MODULI COMPUTED IN USUAL WAY FOR:
35     C   I=1,12 EVERY 5TH RED WPN TYPE
36     C   J=1,60 EACH BLUE WPN TYPE
37     C   K=1,3 BASE, TARGET, & INTER FORCES
38     C   EWT(I) ENVIRONMENT WEIGHTS ROLLED UP BY POSTURE
39     C   I=1,4 POSTURE: D.I., D.L., DELAY, ATK
40     C   QTY(I,J) WEAPON INVENTORIES
41     C   I=1,60 WEAPON TYPE
42     C   J=1,3 BASE, TARGET, & INTER FORCES
43     C   RSCORE(I,J,K) RAW SCORES
44     C   UCIP(I,J,K) UNMODULATED CIPS
45     C   XSCORE(I,J,K) MODULATED SCORES
46     C   XCIP(I,J,K) MODULATED CIPS
47     C
48     C   WVAL(I,J,K,L) EQUIVALENT TO ABOVE FOUR ARRAYS
49     C   I=1,5 PERS, LVEH, HVEH, ACFT, SCLR
50     C   J=1,60 WEAPON TYPE

```

Figure I-10. Source Listing of the Main Program of the
AFP Interpolation Module
(page 1 of 4 pages)


```

51 C K=1,2 BASE, TARGET, FORCE
52 C L=1,4 RSCORE, UCIP, SCORE, XCIP
53 C XUCIP(I,J) INTERPOLATED UNMODULATED CIPS FOR INTER FORCE
54 C I=1,5 PERS, LVEH, HVEH, ACFT, SCLR
55 C J=1,60 WEAPON TYPE
56 C XNMOD(I,J,K) NET MODULI
57 C I=1,5 PERS, LVEH, HVEH, ACFT, SCLR
58 C J=1,60 WEAPON TYPE
59 C K=1,3 BASE, TARGET, INTER-FORCE
60 C PHI(I,J) SYNTHETIC MODULI
61 C I=1,60 WEAPON TYPE
62 C J=1,3 BASE, TARGET, & INTER FORCES
63 C VCIPS(5,60) INTERPOLATED MODULATE CIPS FOR INTER-FORCE
64 C I=1,5 PERS, LVEH, HVEH, ACFT, SCLR
65 C J=1,60 WEAPON TYPE
66 C
67 C
68 C READ THE PHASE PARAMETER & WHETHER NEWCIPS SHOULD DEPEND
69 C ON TX OR BE CONSTANT BETWEEN BASE AND TARGET YEARS
70 C READ(5,1) TX,VARY
71 C 1 FORMAT(1)
72 C WRITE(6,2) TX,VARY
73 C 2 FORMAT(1, ' TIME PHASE PARAMETER=',F4.2, ' NEWCIP VARY=',L10)
74 C CALL NONDIV
75 C INFILE=17
76 C CALL GETCAT(LBCAT,M,'BBCAT-FILE',INFILE)
77 C INFILE=18
78 C CALL GETCAT(LRCAT,N,'PRCAT-FILE',INFILE)
79 C
80 C CALL GETDAT(M,N,NFUNS,NEUV,UFUN,VFUN,SFUN,TFUN,
81 C 1 EUFUN,EVFUN,ESFUN,ETFUN,BW,RW,A)
82 C
83 C GET THE ORIGINAL CS/CSS FACTORS FOR EACH INVENTORY
84 C
85 C DO 10 I=1,3
86 C CALL USENAM
87 C CALL GETFAC(U(1,1,I),V(1,1,I),S(1,1,I),T(1,1,I),NFUNS,
88 C 1 INDX(1,I))
89 C 10 CLOSE(29)
90 C
91 C CALL GTCATV(UCAT,VCAT,SCAT,TCAT,NFUNS,NCAT)
92 C
93 C CALL ENVWTS
94 C
95 C IWRK= 25
96 C
97 C GET BASE, INTERMEDIATE, & TARGET INVENTORIES
98 C
99 C CALL GETINV
100 C WRITE(6,101)

```

Figure I-10. Source Listing of the Main Program of the
AFP Interpolation Module
(page 2 of 4 pages)

```

101      101 FORMAT(' GETINV COMPLETE')
102      C
103      C GET BASE, & TARGET ROLLED UP BLUE SCORES & CIPS
104      C
105          CALL GETROL
106          WRITE(6,102)
107      102 FORMAT(' GETROL COMPLETE')
108      C
109      C CORRECT CIPS FOR EARLIER ROUNDOFFS.
110      C
111          CALL RECIP
112          WRITE(6,103)
113      103 FORMAT(' RECIP COMPLETE')
114      C
115      C GENERATE MEAN MODULI
116      C
117          DO 60 IFOR=1,3
118          DO 50 IVIS=1,2
119          IVISX=IVIS
120          DO 40 IPOS=1,4
121          IPOSX=IPOS
122          JPOS=4
123          IF(IPOSX.EQ.4) JPOS=1
124          DO 30 IDAY=1,2
125          IDAYX=IDAY
126          CALL CSCSS(M,N,MFUNS,IVIS,IPOS,IDAY,NENV,UFUN,VFUN,SFUN,
127          1 TFUN,EUFUN,EVFUN,ESFUN,ETFUN,BW,RW,NPOS,NDAY,A,JPOS,
128          2 LBCAT,LRCAT,UCAT,VCAT,SCAT,TCAT,NCATS,IFOR)
129          WRITE(6,104) IFOR,IVIS,IPOS,IDAY
130      104 FORMAT(' COMPLETED CSCSS FOR: IFOR=',I1,' IVIS=',I1,
131      1 ' IPOS=',I1,' IDAY=',I1)
132          30 CONTINUE
133          40 CONTINUE
134          50 CONTINUE
135          60 CONTINUE
136      C
137      C COMPUTE UNMODULATED CIPS FOR INTER-FORCE
138      C
139          CALL NEWCIP(TX,VARY)
140          WRITE(6,105)
141      105 FORMAT(' NEWCIP COMPLETE')
142      C
143      C COMPUTE 'NET MODULI' FOR BASE AND TARGET FORCES
144      C
145          CALL NETMOD
146          WRITE(6,106)
147      106 FORMAT(' NETMOD COMPLETE')
148      C
149      C COMPUTE 'SYNTHETIC MODULI' FOR ALL THREE FORCES
150      C

```

Figure I-10. Source Listing of the Main Program of the
AFP Interpolation Module
(page 3 of 4 pages)


```

151      CALL DOPHI
152      WRITE(6,107)
153      107 FORMAT(' DOPHI COMPLETE')
154      C
155      ESTIMATE THE 'NET MODULI' FOR INTER-FORCE
156      XNMOD(IV,IW,3)
157      C
158      CALL NXMOD(TX)
159      WRITE(6,108)
160      108 FORMAT(' NXMOD COMPLETE')
161      C
162      MODULATE THE INTERFORCE UCIPS
163      VCIP(IV,IW)=XNMOD(IV,IW,3)*XUCIP(IV,IW)
164      C
165      CALL XMCIP
166      WRITE(6,109)
167      109 FORMAT(' XMCIP COMPLETE')
168      C
169      GENERATE INTER-FORCE TARTY-LIKE REPORT
170      C
171      CALL OUTX
172      WRITE(6,110)
173      110 FORMAT(' OUTX COMPLETE')
174      C
175      CALL DMPMOD
176      WRITE(6,111)
177      111 FORMAT(' DMPMOD COMPLETE')
178      C
179      STOP 'DONE'
180      END

```

Figure I-10. Source Listing of the Main Program of the
AFP Interpolation Module
(page 4 of 4 pages)

a. Lines 7-25 declare the reference, working, and scratch arrays of the main program.

b. Line 70 obtains the inventory phase parameter and the value of VARY from the runstream. Line 74 calls subprogram NONDIV to read the indices of Blue nondivisional weapons for exclusion from COP computations.

c. Lines 75-91 obtain data that support the CS/CSS moduli computation as described in Appendix E on the CS/CSS process. There is one exception here in the Interpolation Module. Lines 85-89 obtain three sets of CS/CSS factors, one each for the baseline, target, and intermediate divisions. In a single execution of the CS/CSS Module described in Appendix E, only one set of CS/CSS factors is input.

d. Line 93 calls ENVWTS to obtain a set of 16 combat environmental weights. It is assumed that the same set of 16 weights is applicable to all three divisions.

e. Line 99 calls GETINV to obtain the three inventories corresponding to the baseline, target, and intermediate divisions.

f. Line 105 calls GETROL to obtain the previously generated final combat potentials of the baseline and target divisions.

g. Line 111 calls RECIP to determine more precise values of CIPs than read by GETROL. GETROL reads CIPs as formatted in the final combat potentials files. More precise CIPs may be estimated by dividing the weapon scores by the weapon quantities.

h. Lines 117 and 135 define the limits of a quadruply-nested loop structure for the determination of sample CS/CSS moduli. The outer loop is over the baseline, target, and intermediate divisions. This looping over three different divisions differs from the practice of the CS/CSS Module itself where only one of these would be examined in a single execution. Another difference within the Interpolation Module is attention only to the 12 Red weapon (target) categories instead of to the full 60 weapon types as in the CS/CSS Module. The loops over visibility and day/night are degenerate. It is only the combat posture loop that is nontrivial among combat environmental indices.

i. Line 139 calls NEWCIP to compute the unmodulated CIPs of the intermediate division in one of two ways depending on the value of VARY.

j. Line 145 calls NETMOD to compute the net CS/CSS moduli for the baseline and target divisions.

k. Line 151 calls DOPHI to sum the CS/CSS Module over the Red weapon (target) categories, thereby producing the so-called "synthetic moduli." Synthetic moduli are generated for baseline, target, and intermediate divisions.

l. Line 158 calls NXMOD to estimate the net CS/CSS for the intermediate division from the net moduli of the baseline and target divisions, from the synthetic moduli of all three divisions, and from the inventory phase parameter.

m. Line 165 calls XMCIP to estimate the modulated CIPs for the intermediate division as products of the net moduli and the unmodulated CIPs.

n. Line 171 calls OUTX to complete the computation of final combat potentials for the intermediate division and to output the complete results. Both unmodulated and modulated CIPs are already known upon entry to OUTX. OUTX multiplies the CIPs by inventory quantities to determine the unmodulated and modulated scores. OUTX sums the scores in order to determine the COPs. OUTX writes Blue combat potentials of the intermediate division to unit 30.

o. Line 175 calls DMPMOD to dump the array of net CS/CSS Module for checking purposes.

p. Line 179 terminates normal execution of the Interpolation Module.

I-19. SUBPROGRAM CSCSS. Figure I-11 presents the source listing of subprogram CSCSS of the Interpolation Module. This subroutine is substantially the same as the one employed in the CS/CSS Module and as described in Appendix E. The main differences peculiar to the version here are:

a. Line 14 declares arrays FAX() and ENT(). FAX() stores moduli for each of the 12 Red weapon (target) categories. The Interpolation Module saves sample moduli in FAX() rather than outputting them to a file as is the case in the CS/CSS Module. EWT() provides the environmental weights by combat posture. The Interpolation Module, within a single execution, rolls up moduli by posture.

b. Within a single Interpolation Module execution, CSCSS is required to generate moduli for three divisions.

c. Line 66 limits the Red weapon loop to the first weapon in each of the usual 12 target categories.

d. Red moduli are not computed or saved.

e. Line 101 applies a combat posture weight to the most recently computed modulus and updates the corresponding element of array FAX().

```

1      SUBROUTINE CSCSS(M,N,NFUNS,IVIS,IPOS,IDAY,NENV,
2      *UFUN,VFUN,SFUN,TFUN,EUFUN,EVFUN,ESFUN,ETFUN,
3      *BW,RW,NPOS,NDAY,A,JPOS,LBCAT,LRCAT,
4      *UCAT,VCAT,SCAT,TCAT,NC,IFOR)
5
6      C
7      C
8      C
9      C
10     C
11     C
12     C
13     C
14     C
15     C
16     C
17     C
18     C
19     C
20     C
21     C
22     C
23     C
24     C
25     C
26     C
27     C
28     C
29     C
30     C
31     C
32     C
33     C
34     C
35     C
36     C
37     C
38     C
39     C
40     C
41     C
42     C
43     C
44     C
45     C
46     C
47     C
48     C
49     C
50     C

```

PARAMETER NBSTEP=1, NRSTEP=1
 CHARACTER*1 BW(M),RW(N),UFUN(NFUNS,M),VFUN(NFUNS,M),
 *SFUN(NFUNS,N),TFUN(NFUNS,N),EUFUN(NFUNS,NENV),EVFUN(NFUNS,NENV),
 *ESFUN(NFUNS,NENV),ETFUN(NFUNS,NENV),NO,
 *UCAT(NFUNS,NC,NC),VCAT(NFUNS,NC,NC),SCAT(NFUNS,NC,NC),
 *TCAT(NFUNS,NC,NC)
 COMMON/FAX3/FAX(12,60,3),EWT(16)
 DIMENSION A(NFUNS,NENV),LBCAT(M),LRCAT(N)
 NO='N'
 A U,V,S, OR T ELEMENT IS BUILT AS THE DIAGONAL OF A HYPER-
 PARALLELOPIPED FOR THE L-TH ENVIRONMENT:
 ELE = SQRT(SUM(A(K,L)*F(K)^2;K)/SUM(A(K,L);K))
 IN CURRENT FORM, DOES NOT DEPEND ON FORCE MASSES OR RATIO!!!
 ARRAYS & THINGS:
 A(K,L) WT OF K-TH FUNCT IN L-TH ENVIRONMENT.
 BF VALUE NET FACTOR OVER ALL FUNCTS. L ENVIR.
 RF RED NET FACTOR OVER ALL FUNCTS. L ENVIR.
 BW(I) SW, WHETHER BLUE TYPE I AFFECTED.
 RW(J) SW, WHETHER RED TYPE J AFFECTED.
 UFUN(K,I) SW, WHETHER K FUNCT AFFECTS B-TYPE I U'S.
 VFUN(K,I) SW, WHETHER K FUNCT AFFECTS B-TYPE I V'S.
 SFUN(K,J) SW, WHETHER K FUNCT AFFECTS R-TYPE J S'S.
 TFUN(K,J) SW, WHETHER K FUNCT AFFECTS R-TYPE J T'S.
 EUFUN(K,L) SW, WHETHER K FUNCT & L ENVIR AFFECT U'S.
 EVFUN(K,L) SW, WHETHER K FUNCT & L ENVIR AFFECT V'S.
 ESFUN(K,L) SW, WHETHER K FUNCT & L ENVIR AFFECT S'S.
 ETFUN(K,L) SW, WHETHER K FUNCT & L ENVIR AFFECT T'S.
 UCAT(K,J,I) SW, WHETHER K FUNCTION, R-TYPE J, AND B-TYPE I
 AFFECT U'S.
 VCAT(K,J,I) SW, WHETHER K FUNCTION, R-TYPE J, AND B-TYPE I
 AFFECT V'S.
 SCAT(K,J,I) SW, WHETHER K FUNCTION, R-TYPE J, AND B-TYPE I
 AFFECT S'S.
 TCAT(K,J,I) SW, WHETHER K FUNCTION, R-TYPE J, AND B-TYPE I
 AFFECT T'S.
 COMPUTE INDEX OF ENVIRONMENT
 LENV=(IVIS-1)*NPOS*NDAY+(IDAY-1)*NPOS+IPOS

Figure I-11. Source Listing of the Subprogram CSCSS of the
 AFP Interpolation Module
 (page 1 of 2 pages)

```

51      LENVJ=(IVIS-1)*NPOS*NDAY+(IDAY-1)*NPOS+JPOS
52      C
53      C
54      C
55      AC=0.0
56      AD=0.0
57      DO 50 JF=1,NFUNS
58      AC=AC+A(JF,LENV)
59      AD=AD+A(JF,LENVJ)
60      50 CONTINUE
61      C
62      DO 1000 IB=1,M
63      IF (BW(IB).EQ.NO) GO TO 1000
64      IBCAT=LBCAT(IB)
65      IRC=0
66      DO 900 IR=1,N,5
67      BF=1.0
68      IRC=IRC+1
69      RF=1.0
70      IF (RW(IR).EQ.NO) GO TO 900
71      IRCAT=LRCAT(IR)
72      RR=0.0
73      BB=0.0
74      DO 800 JF=1,NFUNS
75      U=1.0
76      IF (UFUN(JF,IB).EQ.NO) GO TO 710
77      IF (EUFUN(JF,LENV).EQ.NO) GO TO 710
78      IF (UCAT(JF,IRCAT,IBCAT).EQ.NO) GO TO 710
79      U=FU(JF,IFOR,LENV)
80      710 V=1.0
81      IF (VFUN(JF,IB).EQ.NO) GO TO 720
82      IF (EVFUN(JF,LENV).EQ.NO) GO TO 720
83      IF (VCAT(JF,IRCAT,IBCAT).EQ.NO) GO TO 720
84      V=FV(JF,IFOR,LENV)
85      720 S=1.0
86      IF (SFUN(JF,IR).EQ.NO) GO TO 730
87      IF (ESFUN(JF,LENV).EQ.NO) GO TO 730
88      IF (SCAT(JF,IRCAT,IBCAT).EQ.NO) GO TO 730
89      S=FS(JF,IFOR,LENV)
90      730 T=1.0
91      IF (TFUN(JF,IR).EQ.NO) GO TO 740
92      IF (ETFUN(JF,LENV).EQ.NO) GO TO 740
93      IF (TCAT(JF,IRCAT,IBCAT).EQ.NO) GO TO 740
94      T=FT(JF,IFOR,LENV)
95      740 CONTINUE
96      UVST=(U+V)/(S+T)
97      UVST=UVST*UVST
98      BB=BB+A(JF,LENV)*UVST
99      800 CONTINUE
100     BF=SQRT(BB/AC)
101     FAX(IRC,IB,IFOR)=FAX(IRC,IB,IFOR)+EWT(LENV)*BF
102     900 CONTINUE
103     1000 CONTINUE
104     RETURN
105     END

```

Figure I-11. Source Listing of the Subprogram CSCSS of the
AFP Interpolation Module
(page 2 of 2 pages)

I-20. SUBPROGRAM DOPHI. Figure I-12 presents the source listing of subprogram DOPHI of the Interpolation Module. DOPHI simply arithmetically averages the sample CS/CSS moduli over Red weapon (target) categories in array FAX() and stores the means in array PHI(). The function is performed for each division (lines 10-18 loop), each Blue weapon type (lines 11-17 loop), and each target category (lines 13-15 loop).

```

1      SUBROUTINE DOPHI
2      COMMON/FORCES/PTY(60,3)
3      COMMON/POLLBT/RSCORE(5,60,2),UCIP(5,60,2),XSCORE(5,60,2),
4      1XCIP(5,60,2)
5      COMMON/NEWVAL/XUCIP(5,60),XNMOD(5,60,3),
6      1PHI(60,3),VCIP(5,60)
7      COMMON/FAX3/FAX(12,60,3),EWT(16)
8      Z=1.0/12.0
9      CALL ZEPO(PHI,180)
10     DO 300 IFOR=1,3
11         DO 200 IP=1,60
12             P=0.0
13             DO 100 IC=1,12
14                 P=P+FAX(IC,IP,IFOR)
15             100 CONTINUE
16             PHI(IP,IFOR)=P*Z
17         200 CONTINUE
18     300 CONTINUE
19     RETURN
20     END

```

Figure I-12. Source Listing of the Subprogram DOPHI of the AFP Interpolation Module

I-21. SUBPROGRAM ENVWTS. Figure I-13 presents the source listing of subprogram ENVWTS of the Interpolation Module. ENVWTS reads a complete set of 16 combat environment weights (line 3).

```

1      SUBROUTINE ENVWTS
2      COMMON/FAX3/FAX(2160),EWT(16)
3      READ(5,1) (EWT(I),I=1,16)
4      1    FORMAT(1)
5      RETURN
6      END

```

Figure I-13. Source Listing of Subprogram ENVWTS of the AFP Interpolation Module

I-22. **FUNCTION SUBPROGRAMS FS, FT, FU, AND FV.** Figures I-14, I-15, I-16, and I-17 present the source listings of subprograms FS, FT, FU, and FV of the Interpolation Module. These functions return CS/CSS factors corresponding to Red measure, Red countermeasure, Blue measure, and Blue countermeasure, respectively. The first argument, JZ, is simply the index of the CS/CSS function of current interest. The functions are generalizations of those employed in the CS/CSS Module. The generalizations add the formal arguments IFOR and IE within the function calls. The argument IFOR is necessary because the Interpolation Module must discriminate among baseline, target, and intermediate divisions. The argument IE is necessary because the Interpolation Module must match each combat environment with an environmentally correct set of CS/CSS factors by means of the pointer references in lines 3. The reference arrays U(), V(), S(), and T() are three-dimensional in the Interpolation Module but only one-dimensional in the CS/CSS Module.

```

1      FUNCTION FS(JZ,IFOR,IE)
2      COMMON/FACTOR/U(9,16,3),V(9,16,3),S(9,16,3),T(9,16,3),INDX(16,3)
3      IEX=INDX(IE,IFOR)
4      FS=S(JZ,IEX,IFOR)
5      RETURN
6      END

```

Figure I-14. Source Listing of Subprogram FS of the AFP Interpolation Module

```

1      FUNCTION FT(JZ,IFOR,IE)
2      COMMON/FACTOR/U(9,16,3),V(9,16,3),S(9,16,3),T(9,16,3),INDX(16,3)
3      IEX=INDX(IE,IFOR)
4      FT=T(JZ,IEX,IFOR)
5      RETURN
6      END

```

Figure I-15. Source Listing of Subprogram FT of the AFP Interpolation Module

```

1      FUNCTION FU(JZ,IFOR,IE)
2      COMMON/FACTOR/U(9,16,3),V(9,16,3),S(9,16,3),T(9,16,3),INDX(16,3)
3      IEX=INDX(IE,IFOR)
4      FU=U(JZ,IEX,IFOR)
5      RETURN
6      END

```

Figure I-16. Source Listing of Subprogram FU of the AFP Interpolation Module


```

1      FUNCTION FV(JZ,IFOR,IE)
2      COMMON/FACTOR/U(9,16,3),V(9,16,3),S(9,16,3),T(9,16,3),INDX(16,3)
3      IEX=INDX(IE,IFOR)
4      FV=V(JZ,IEX,IFOR)
5      RETURN
6      END

```

Figure I-17. Source Listing of Subprogram FV of the
AFP Interpolation Module

I-23. **SUBPROGRAM GETCAT.** Figure I-18 presents the source listing of subprogram GETCAT of the Interpolation Module. The subroutine is taken from the CS/CSS Module. GETCAT reads and stores an array of indices indicating the weapon categories to which weapon types belong.

```

1      SUBROUTINE GETCAT(LCAT,N,FNAME,INFILE)
2      CHARACTER RDERR*80,FNAME*10
3      DIMENSION LCAT(N)
4      READ(INFILE,100,ERR=110) (LCAT(I),I=1,N)
5      100 FORMAT(3X,10I3)
6      GO TO 120
7      110 READ(D,115) RDERR
8      115 FORMAT(A80)
9      PRINT*, 'ERR IN READING ', FNAME, ' RECORD= ', RDERR
10     STOP
11     120 PRINT*, 'AT END - ', FNAME
12     RETURN
13     END

```

Figure I-18. Source Listing of Subprogram GETCAT of the
AFP Interpolation Module

- a. Argument LCAT is the address of the array in which category indices are to be stored.
- b. Argument N is the length of array LCAT.
- c. Argument FNAME is the name of the source file.
- d. Argument INFILE is the number of the unit on which the source file is located.

I-24. SUBPROGRAM GETDAT. Figure I-19 presents the source listing of subprogram GETDAT of the Interpolation Module. The subroutine is taken from the CS/CSS Module. GETDAT reads and stores four kinds of data needed in the CS/CSS moduli generation process. GETDAT is described in Appendix E.

```

1  SUBROUTINE GETDAT(M,N,NFUNS,NENV,UFUN,VFUN,
2  *SFUN,TFUN,EUFUN,EVFUN,ESFUN,ETFUN,BW,RW,A)
3
4  C
5  CHARACTER RDERR*80,FNAME*10
6
7  C
8  CHARACTER*1 BW(M), RW(N), UFUN(NFUNS,M), VFUN(NFUNS,M),
9  *SFUN(NFUNS,NENV), TFUN(NFUNS,NENV), EUFUN(NFUNS,NENV),
10 *EVFUN(NFUNS,NENV), ESFUN(NFUNS,NENV), ETFUN(NFUNS,NENV)
11
12 C
13 DIMENSION A(NFUNS,NENV)
14
15 C
16 FNAME='ADAT1 FILE'
17 READ(11,100,ERR=310) (BW(I),I=1,M)
18 READ(11,100,ERR=310) (RW(I),I=1,N)
19 100 FORMAT(5X,10A1)
20 PRINT*, 'AT END - ', FNAME
21
22 C
23 FNAME='ADAT2 FILE'
24 DO 150 I=1,M
25 READ(12,200,ERR=310) (UFUN(K,I),VFUN(K,I),SFUN(K,I),
26 *TFUN(K,I),K=1,NFUNS)
27 150 CONTINUE
28 200 FORMAT(5X,9(4A1,1X))
29 PRINT*, 'AT END - ', FNAME
30
31 C
32 FNAME='ADAT3 FILE'
33 DO 250 L=1,NENV
34 READ(13,200,ERR=310) (EUFUN(K,L),EVFUN(K,L),ESFUN(K,L),
35 *ETFUN(K,L),K=1,NFUNS)
36 250 CONTINUE
37 PRINT*, 'AT END - ', FNAME
38
39 C
40 FNAME='ADAT4 FILE'
41 READ(14,300,ERR=310) ((A(K,L),K=1,NFUNS),L=1,NENV)
42 300 FORMAT(5X,9F5.4)
43 GO TO 320
44 310 READ(0,315) RDERR
45 315 FORMAT(A80)
46 PRINT*, 'ERR IN READING ', FNAME, ' RECORD= ', RDERR
47 STOP
48 320 PRINT*, 'AT END - ', FNAME
49 RETURN
50 END

```

Figure I-19. Source Listing of Subroutine GETDAT of the AFP Interpolation Module

I-25. SUBPROGRAM GETFAC. Figure I-20 presents the source listing of subprogram GETFAC of the Interpolation Module. The subroutine is generalized from the CS/CSS Module. The original GETFAC is described in Appendix E. It is used differently in the Interpolation Module. The two-dimensional arrays U(), V(), S(), and T() "seen" by GETFAC within the Interpolation Module are only subarrays within larger, three-dimensional arrays. The

added dimensions corresponds to the 16 combat environments and to the baseline, target, and intermediate divisions. GETFAC is called separately for each of these divisions. On each call the arguments U, V, S, and T are given different addresses corresponding to the different divisions.

```

1      SUBROUTINE GETFAC(U,V,S,T,NFUNS,INDX)
2      CHARACTER*80 RDERR
3      DIMENSION U(NFUNS,16),V(NFUNS,16),S(NFUNS,16),
4      1 T(NFUNS,16),INDX(16)
5
6      C
7      READ(5,2) (INDX(I),I=1,16)
8      2 FORMAT(
9      90 READ(29,100,END=120,ERR=110) (IF,U(I,IE),V(I,IE),S(I,IE),
10     1 T(I,IE),I=1,NFUNS)
11     100 FORMAT(3X,I2,4F8.4)
12     GO TO 90
13     110 READ(0,115) RDERR
14     115 FORMAT(A80)
15     PRINT*, 'ERR IN READING ADATS FILE', ' RECORD= ', RDERR
16     STOP
17     120 PRINT*, 'AT END - ADATS FILE'
18     RETURN
19     END

```

Figure I-20. Source Listing of Subroutine GETFAC of the AFP Interpolation Module

I-26. SUBPROGRAM GETINV. Figure I-21 presents the source listing of subprogram GETINV of the Interpolation Module. GETINV reads and stores the inventories of the baseline, target, and intermediate divisions from files in the format accepted by the Combat Module. The three files are attached to unit 29 in succession dynamically within GETINV.

a. Lines 8 and 25 define the limits of the loop over baseline, target, and intermediate divisions.

b. Line 9 reads the name of the file corresponding to the division of interest.

c. Line 11 concatenates the file name within a string @USE statement.

d. Line 12 calls system routine FACS F to execute the @USE statement.

e. Lines 14 through 16 read the first 13 records simply to bypass them because they do not contain inventory information.

f. Lines 19-23 read 60 records containing the inventory quantities for the Blue weapon types. The desired quantity is the first entry of a record.

```

1      SUBROUTINE GETINV
2      COMMON/FORCES/PTY(60,3),IFOR
3      CHARACTER*50 INSTR
4      CHARACTER*30 FNAME
5      C LOGICAL SOURCE OF INVENTORY FILES
6      ISOR=29
7      C LOOP OVER BASE, TARGET, AND INTERMEDIATE INVENTORIES
8      DO 1000 IFOR=1,3
9      READ(5,1) FNAME
10     1 FORMAT(A30)
11     INSTR='BASE 29, '//FNAME
12     CALL FACSF(INSTR)
13     JFOR=IFOR
14     DO 100 I=1,13
15     READ(ISOR,2)
16     100 CONTINUE
17     2 FORMAT(1X)
18     C
19     DO 900 IB=1,60
20     IBX=IB
21     READ(ISOR,3,END=2000,ERR=3000)PTY(IB,IFOR)
22     3 FORMAT(1X)
23     900 CONTINUE
24     CLOSE(ISOR)
25     1000 CONTINUE
26     RETURN
27     C
28     2000 WRITE(6,4) IBX,FNAME
29     4 FORMAT(' PREMATURE END AT WPN ',I2,' IN FILE ',A30)
30     STOP 'INV END'
31     C
32     3000 WRITE(6,5) IBX,FNAME
33     5 FORMAT(' ERR AT WPN ',I2,' IN FILE ',A30)
34     STOP 'INV ERR'
35     C
36     END

```

Figure I-21. Source Listing of Subprogram GETINV of the
AFP Interpolation Module

I-27. **SUBPROGRAM GETROL.** Figure I-22 presents the source listing of subprogram GETROL of the Interpolation Module. GETROL reads and stores the combat potentials of the baseline and target divisions. Combat potentials are stored in array WVAL(5,60,2,4), which is the superarray of arrays RSCORE(5,60,2), UCIP(5,60,2), XSCORE(5,60,2), and XCIP(5,60,2). The latter store unmodulated scores, unmodulated CIPs, modulated scores, and modulated CIPs, respectively. The CIPs are later replaced by more precise values by subprogram RECIP.

```

1      SUBROUTINE GETROL
2      RETRIEVE BASE AND TARGET FORCE ENVIRONMENTAL ROLLUPS
3      C
4      C 6. E. C. 6 OCT 83
5      DIMENSION X(5),ISCNTR(6,2),ISCNTT(12),JRECS(12)
6      EQUIVALENCE (ISCNTR,ISCNTT)
7      COMMON/AWRK/IWRK,IDUM,KTHTR,JTPD,JVIS,JPOS,JDAY
8      COMMON/GLOBAL/IBFOR,IRFOR,JCASE
9      COMMON/NAME/FNAME
10     COMMON/ROLLBT/WVAL(5,60,2,4)
11     CHARACTER*50 INSTR
12     CHARACTER*20 FNAME,ONAME,DONE
13     CHARACTER*3 KTHTR
14     DATA ISCNTR/
15     1 110,130,150,170,111,151,
16     2 120,140,160,180,121,161/
17     DATA JRECS/
18     1 1,2,3,4,1,2,
19     2 1,2,3,4,1,2/
20     C READ OUTPUT RECORD IDENTIFIERS
21     READ(5,4) KTHTR,JTPD,JVIS,JPOS,JDAY,IBFOR,IRFOR,JCASE
22     4 FORMAT(A3,I4,3I3,2I6,I5)
23     C
24     IPRNT=6
25     C LOGICAL SOURCE OF ROLLUP FILES
26     ISOR=29
27     DONE='DONE'
28     C
29     CALL ZERO(WVAL,2400)
30     1 FORMAT()
31     ISIDE=0
32     C
33     GOTO 95
34     90 CLOSE(ISOR)
35     95 CALL GETFIL(FNAME)
36     IF(FNAME.EQ.DONE) RETURN
37     ISIDE=ISIDE+1
38     ONAME=FNAME
39     WRITE(6,3) FNAME
40     3 FORMAT(1X,A20)
41     INSTR='@USE 29, '//ONAME//'. '
42     CALL FACSF(INSTR)
43     C
44     100 CALL GETREC(ISCNT,IWPN,X,ISOR)
45     DO 200 I=1,12
46     IF(ISCNT.NE.ISCNTT(I)) GOTO 200
47     IS=I
48     GOTO 300
49     200 CONTINUE
50     WRITE(IPRNT,2) ISCNT
51     2 FORMAT(/' UNRECOGNIZABLE RECORD TYPE=',I5/)
52     IERR1=IERR1+1
53     IF(IERR1.LT.10) GOTO 100
54     STOP 'IERR1'
55     C
56     300 IREC=JRECS(IS)
57     IF(IS.GT.4) GOTO 90
58     C
59     C
60     C HERE IF WEAPON RECORD READ
61     DO 450 I=1,5
62     WVAL(I,IWPN,ISIDE,IREC)=X(I)
63     450 CONTINUE
64     GOTO 100
65     C
66     C

```

Figure I-22. Source Listing of Subprogram GETROL of the
AFP Interpolation Module

- a. Lines 4-12 declare the necessary arrays and variables.
- b. Lines 13-15 initialize ISCNTR() with the indices of the record types contained in the files read by GETROL. Lines 16-18 initialize JRECS() with the indices of the types of combat potentials corresponding to the record types read by GETROL.
- c. Lines 20-21 input identifiers to be included in final combat potential output records.
- d. Lines 23-26 initialize several variables.
- e. Line 28 calls ZERO to initialize the storage array WVAL().
- f. Line 34 calls GETFIL for the name of the file to be read.
- g. Line 35 checks to see if no more files need be read.
- h. Line 41 concatenates the file name within string @USE instruction.
- i. Line 42 calls system routine FACS F to attach the file of interest to unit 29.
- j. Line 44 calls GETREC to read one record from the file of interest.
- k. Lines 45-49 identify the type of record.
- l. Line 56 sets the index of the combat potential type from the identified record type.
- m. Line 57 checks whether the record just recorded is beyond the first four types. If so, all information of interest has already been read from the file; so go back to line 33 to close the file.
- n. Lines 61-63 store the five components of combat potential from the record just read in the appropriate five-vector within array WVAL().
- o. Line 64 transfers control back to line 44 to read another record.

I-28. SUBPROGRAM GETREC. Figure I-23 presents the source listing of subprogram GETREC of the Interpolation Module. GETREC reads a record from a file containing final combat potentials. GETREC returns the index of the record type via argument ISCNT, the index of the weapon type via argument IWP N, and the five components of combat potential via the five-vector X().

```

67      SUBROUTINE GETREC(ISCNT,IWPN,X,ISOR)
68      DIMENSION X(5)
69      COMMON/NAME/FNAME
70      CHARACTER FNAME*20,KTHTRX*3
71      READ(ISOR,1,END=100) ISCNT,KTHTRX,JTPDX,JVISX,JPOSX,JDAYX,
72      1 IWPN,X(1),X(2),X(3),X(4),X(5),IBFORX,IRFORX,JCASEX
73      IR=IR+1
74      RETURN
75      1 FORMAT(I5,A3,I4,3I3,I5,5F10.3,2I6,I5)
76      C
77      100 WRITE(6,2) IR, FNAME
78      STOP 'IERR2'
79      2 FORMAT (' LAST RECORD READ = ', I6,2X,A20)
80      END
81      C

```

Figure I-23. Source Listing of Subprogram GETREC of the AFP Interpolation Module

I-29. SUBPROGRAM GETFIL. Figure I-24 presents the source listing of subprogram GETFIL of the Interpolation Module. GETFIL reads a file name from the runstream and returns the name via the argument FNAME.

```

SUBROUTINE GETFIL(FNAME)
CHARACTER*20 FNAME
READ(5,1) FNAME
RETURN
1 FORMAT(A20)
END

```

Figure I-24. Source Listing of Subprogram GETFIL of the AFP Interpolation Module

I-30. SUBPROGRAM GTCATV. Figure I-25 presents the source listing of subprogram GTCATV of the Interpolation Module. GTCATV reads and stores Y/N values specifying the CS/CSS functions by Blue and Red weapon categories that may be included or excluded during generation of CS/CSS moduli. The subroutine is taken from the CS/CSS Module.


```

1      SUBROUTINE GTCATV(UCAT,VCAT,SCAT,TCAT,NFUNS,NC)
2
3      C
4      CHARACTER*1 UCAT(NFUNS,NC,NC),VCAT(NFUNS,NC,NC),
5      *SCAT(NFUNS,NC,NC),TCAT(NFUNS,NC,NC)
6
7      C
8      CHARACTER*20 RDERR
9
10     C
11     DO 60 K=1,12
12     DO 50 I=1,9
13     READ(16,100,ERR=110) (UCAT(I,J,K),VCAT(I,J,K),
14     *SCAT(I,J,K),TCAT(I,J,K),J=1,12)
15     50 CONTINUE
16     60 CONTINUE
17     100 FORMAT(4X,12(1X,4A1))
18     GO TO 120
19     110 READ(0,115)RDERR
20     115 FORMAT(A80)
21     PRINT*, 'ERR IN READING ACATS FILE', ' RECORD= ', RDERR
22     STOP
23     120 PRINT*, 'AT END - ACATS FILE'
24     RETURN
25     END

```

Figure I-25. Source Listing of Subprogram GTCATV of the AFP Interpolation Module

I-31. SUBPROGRAM NETMOD. Figure I-26 presents the source listing of subprogram NETMOD of the Interpolation Module. NETMOD computes the ratios of modulated to unmodulated scores for baseline and intermediate divisions and stores the results in array XNMOD(). The ratios are the "net CS/CSS moduli" derived from the final combat potentials.

```

1      SUBROUTINE NETMOD
2      COMMON/FORCES/PTY(3,60)
3      COMMON/ROLLPT/RSCORE(5,60,2),UCIP(5,60,2),XSCORE(5,60,2),
4      1 XCIP(5,60,2)
5      COMMON/NEWVAL/XUCIP(5,60),XNMOD(5,60,3),PHI(60,3),VCIP(5,60)
6      DO 300 IFOR=1,2
7      DO 200 IB=1,60
8      DO 100 IV=1,5
9      R=RSCORE(IV,IB,IFOR)
10     IF(R.LE.0.0) GOTO 100
11     XNMOD(IV,IB,IFOR)=XSCORE(IV,IB,IFOR)/R
12     100 CONTINUE
13     200 CONTINUE
14     300 CONTINUE
15     RETURN
16     END

```

Figure I-26. Source Listing of Subprogram NETMOD of the AFP Interpolation Module

I-32. SUBPROGRAM NEWCIP. Figure I-27 presents the source listing of subprogram NEWCIP of the Interpolation Module. NEWCIP computes unmodulated CIPs for the intermediate division and stores the results in array XUCIP(). The CIPs are derived from the corresponding CIPs of the baseline and target divisions and their inventories. If VARY=.FALSE., a weapon has the same unmodulated combat potential in any intermediate division for given base and target divisions. VARY+.FALSE. corresponds to original "standard" AFP practice. If VARY=.TRUE., a weapon's unmodulated combat potential may vary with the phase parameter, TX, if its potentials differ between base and target divisions.

```

1      SUBROUTINE NEWCIP(TX,VARY)
2      COMMON/FORCES/PTY(60,3)
3      COMMON/ROLLBT/RSCORE(5,60,2),UCIP(5,60,2),XSCORE(5,60,2),
4      XCIP(5,60,2)
5      COMMON/NEWVAL/XUCIP(5,60),XNMOD(5,60,3),
6      PHI(60,3),VCIP(5,60)
7      LOGICAL VARY
8      IF(VARY) GOTO 300
9      DO 200 IB=1,60
10     QH=PTY(IB,1)
11     QJ=PTY(IB,2)
12     Q=QH+QJ
13     IF(Q.LE.0.0) GOTO 200
14     QQ=1.0/Q
15     DO 100 IV=1,5
16     XUCIP(IV,IB)=(QH*UCIP(IV,IB,1)+QJ*UCIP(IV,IB,2))*QQ
17   100 CONTINUE
18   200 CONTINUE
19     RETURN
20   300 TX1=1.0-TX
21     DO 500 IB=1,60
22     QH=PTY(IB,1)
23     QJ=PTY(IB,2)
24     Q=QH+QJ
25     IF(Q.LE.0.0) GOTO 500
26     QQB=TX1*QH
27     QQT=TX*QJ
28     QQ=1.0/(QQB+QQT)
29     DO 400 IV=1,5
30     XUCIP(IV,IB)=(QQB*UCIP(IV,IB,1)+
31   1  QQT*UCIP(IV,IB,2))*QQ
32   400 CONTINUE
33   500 CONTINUE
34     RETURN
35     END

```

Figure I-27. Source Listing of Subprogram NEWCIP of the AFP Interpolation Module

I-33. SUBPROGRAM NXMOD. Figure I-28 presents the source listing of subprogram NXMOD of the Interpolation Module. NXMOD computes and stores "net CS/CSS moduli" for the intermediate division. The net moduli for the intermediate division are computed from the net moduli of the baseline and target divisions and from the synthetic moduli of all three divisions.

```

1      SUBROUTINE NXMOD(T)
2      COMMON/FORCES/PTY(60,3)
3      COMMON/NEWVAL/XUCIP(5,60),XNMOD(5,60,3),PHI(60,3),VCIP(5,60)
4
5      DO 1000 IW=1,60
6          Q1=PTY(IW,1)
7          Q2=PTY(IW,2)
8          IF((Q1.EQ.0.0).AND.(Q2.EQ.0.0)) GOTO 1000
9          P1=PHI(IW,1)
10         P2=PHI(IW,2)
11         P3=PHI(IW,3)
12         IF((Q1.GT.0.0).AND.(Q2.GT.0.0)) THEN
13             DO 100 IV=1,5
14                 XNMOD(IV,IW,3)=P3*((1.0-T)*XNMOD(IV,IW,1)/P1 +
15                     T*XNMOD(IV,IW,2)/P2)
16             100 CONTINUE
17         ELSE
18             IF(Q1.GT.0.0) THEN
19                 DO 200 IV=1,5
20                     XNMOD(IV,IW,3)=P3*XNMOD(IV,IW,1)/P1
21                 200 CONTINUE
22             ELSE
23                 DO 300 IV=1,5
24                     XNMOD(IV,IW,3)=P3*XNMOD(IV,IW,2)/P2
25                 300 CONTINUE
26             ENDIF
27         ENDIF
28
29     1000 CONTINUE
30
31     RETURN
32
33     END

```

Figure I-28. Source Listing of Subprogram NXMOD of the AFP Interpolation Module

- a. Lines 5 and 29 define the bounds of a loop over the Blue weapon types.
- b. Lines 6 and 7 set the quantities of weapon type EW in the baseline and target divisions into scratch variables Q1 and Q2, respectively.
- c. Line 8 checks whether the weapon type IW is present in either baseline or target division. If not, the type is skipped.
- d. Lines 9-11 set scratch variables P1, P2, and P3 to the synthetic moduli of the weapon type IW in the baseline, target, and intermediate divisions, respectively.
- e. Computation of the net modulus depends on whether the weapon type of interest is present in both baseline and target divisions or in just one of them.

(1) Line 12 checks for the weapon being in both divisions. If so, then the formula in lines 14 and 15 is applied to all five components of combat potential within the loop bounded by lines 13 and 16.

(2) If the weapon type is present only in the baseline division, the formula in line 20 is applied for all five components of combat potential within the loop bounded by lines 19 and 21.

(3) If the weapon type is present only in the target division, the formula in line 24 is applied for all five components of combat potential within the loop bounded by lines 23 and 25.

I-34. SUBPROGRAM OUTREX. Figure I-29 presents the source listing of subprogram OUTREX of the Interpolation Module. OUTREX is called by subprogram OUTX to output a single record (for one type of combat potential) of the file of final combat potentials of the intermediate division.

```

1      SUBROUTINE OUTREX(IREC,IWPN,X)
2      DIMENSION X(5)
3      COMMON/WORK/IWORK,IDUM,KTHTR,JTPD,JVIS,JPOS,JDAY
4      COMMON/CLOCAL/IBFOR,IRFOR,JCASE
5      CHARACTER*3 KTHTR
6
7      C
8      WRITE(30,1) IREC,KTHTR,JTPD,JVIS,JPOS,JDAY,
9      1 IWPN,X(1),X(2),X(3),X(4),X(5),IBFOR,IRFOR,JCASE
10     RETURN
11
12     C
13     1 FORMAT(15,A3,I4,3I3,I5,5F10.3,2I6,I5)
14
15     END

```

Figure I-29. Source Listing of Subprogram OUTREX of the AFP Interpolation Module

- a. Argument IREC is the index of the record type to be output.
- b. Argument IWPN is the index of the weapon type.
- c. Argument X is the address of the five-vector containing the components to be output.

I-35. SUBPROGRAM OUTX. Figure I-30 presents the source listing of subprogram OUTX of the Interpolation Module. OUTX serves several purposes. OUTX outputs the final combat potentials of the intermediate division. When OUTX is called from the main program, the unmodulated and modulated CIPs have already been determined. OUTX multiplies the CIPs by the inventory quantities in order to compute the corresponding unmodulated and modulated scores. OUTX also accumulates the scores in order to determine the unmodulated and modulated COPs.

```

1      SUBROUTINE OUTX
2      COMMON/NEWVAL/XUCIP(5,60),XNMOD(5,60,3),PHI(60,3),VCIP(5,60)
3      COMMON/FORCES/PTY(60,3)
4      COMMON/NODIV/BNDW(60)
5      LOGICAL BNDW
6      DIMENSION BCOPS(5,2),X(5)
7
8      C
9      C      BLUE REC TYPES/110,130,150,170,111,151/
10     C
11     CALL ZERO(BCOPS,10)
12     C
13     DO 1000 IW=1,60
14     C
15     Q=PTY(IW,3)
16     IF(Q.LE.0.0) GOTO 1000
17     DO 100 IV=1,5
18     IF(XUCIP(IV,IW).GT.0.0) GOTO 200
19     100 CONTINUE
20     GOTO 1000
21     C
22     C      UNMODULATED SCORE
23     200 DO 300 IV=1,5
24     X(IV)=Q*XUCIP(IV,IW)
25     IF(BNDW(IW)) GOTO 300
26     BCOPS(IV,1)=BCOPS(IV,1)+X(IV)
27     300 CONTINUE
28     CALL OUTREX(110,IW,X)
29     C      UNMODULATED CIP
30     CALL OUTREX(130,IW,XUCIP(1,IW))
31     C      MODULATED SCORE
32     DO 400 IV=1,5
33     X(IV)=Q*VCIP(IV,IW)
34     IF(BNDW(IW)) GOTO 400
35     BCOPS(IV,2)=BCOPS(IV,2)+X(IV)
36     400 CONTINUE
37     CALL OUTREX(150,IW,X)
38     C      MODULATED CIP
39     CALL OUTREX(170,IW,VCIP(1,IW))
40     C
41     1000 CONTINUE
42     C
43     C      UNMODULATED BCOP
44     CALL OUTREX(111,0,BCOPS(1,1))
45     C
46     C      MODULATED BCOP
47     CALL OUTREX(151,0,BCOPS(1,2))
48     C
49     RETURN
50

```

Figure I-30. Source Listing of Subprogram OUTX of the
AFP Interpolation Module

- a. Line 10 calls subprogram ZERO to initialize array BCOPS() to 0.0.
- b. Lines 12 and 40 define the bounds of a loop over Blue weapon types.
- c. Line 14 sets scratch variable Q to the quantity of weapon type IW in the intermediate division.
- d. If there are no weapons of type IW in the intermediate division, line 15 transfers control to the end of the weapon type loop, thereby skipping the current weapon type.
- e. Lines 16-18 check whether the current weapon type possesses at least one nonzero component of its unmodulated CIP. If not, line 16 transfers control to skip the current weapon type.
- f. Lines 22-26 put the unmodulated score in scratch vector X() and, if the weapon is divisional, add the score to the unmodulated COP.
- g. Line 27 calls OUTREX to output the unmodulated score for weapon type IW.
- h. Line 29 calls OUTREX to output the unmodulated CIP for weapon type IW.
- i. Lines 31-35 put the modulated score in scratch vector X() and, if the weapon is divisional, add the score to the modulated COP.
- j. Line 36 calls OUTREX to output the modulated score for weapon type IW.
- k. Line 38 calls OUTREX to output the modulated CIP for weapon type IW.
- l. Line 44 calls OUTREX to output the unmodulated COP.
- m. Line 48 calls OUTREX to output the modulated COP.

I-36. SUBPROGRAM RECIP. Figure I-31 presents the source listing of subprogram RECIP of the Interpolation Module. RECIP computes and stores values of unmodulated and modulated CIPs for the baseline and target divisions. RECIP provides more precise values of CIPs than are available directly from the files of final combat potentials. RECIP simply divides the scores read from the combat potential files by the corresponding weapon quantities.

```

1      SUBROUTINE RECIP
2      C      DIVIDE SCORES BY QUANTITIES FOR CLEANER ORIGINAL CIPS.
3      COMMON/ROLLBT/WVAL(5,60,2,4)
4      COMMON/FORCES/QTY(60,3)
5      C
6      DO 1000 IFOR=1,2
7      DO 900 IW=1,60
8      Q=QTY(IW,IFOR)
9      IF(Q.LE.0.0) GOTO 900
10     DO 800 IVAL=1,5
11     WVAL(IVAL,IW,IFOR,2)=WVAL(IVAL,IW,IFOR,1)/Q
12     WVAL(IVAL,IW,IFOR,4)=WVAL(IVAL,IW,IFOR,3)/Q
13     800 CONTINUE
14     900 CONTINUE
15     1000 CONTINUE
16     C
17     RETURN
18     C
19     END

```

Figure I-31. Source Listing of Subprogram RECIP of the AFP Interpolation Module

I-37. **SUBPROGRAM USENAM.** Figure I-32 presents the source listing of subprogram USENAM of the Interpolation Module. USENAM reads a file name from the runstream, builds an @USE instruction containing the name, and then calls system routine FACS F to attach the file to unit 29.

```

1      SUBROUTINE USENAM
2      CHARACTER*30 FNAME
3      CHARACTER*50 INSTR
4      READ(5,1) FNAME
5      1      FORMAT(A20)
6      INSTR= '@USE 29, '//FNAME
7      CALL FACS F(INSTR)
8      RETURN
9      END

```

Figure I-32. Source Listing of Subprogram USENAM to the AFP Interpolation Module

I-38. **SUBPROGRAM XMCIP.** Figure I-33 presents the source listing of subprogram XMCIP of the Interpolation Module. XMCIP performs the last step in computation of modulated CIPs of the intermediate division. Modulated CIPs are stored in array VCIP(). The subprogram simply multiplies the previously determined net CS/CSS moduli and unmodulated CIPs to yield modulated CIPs. XMCIP is structured as a doubly-nested loop. The outer loop runs over the Blue weapon types. The inner loop runs over the five components--personnel, light armored vehicles, heavy armored vehicles, aircraft, and scalar.


```

1      SUBROUTINE XMCIP
2      COMMON/NEWVAL/XUCIP(5,60),XNMOD(5,60,3),PHI(60,3),
3      1 VCIP(5,60)
4      C
5      C
6      DO 100 IW=1,60
7      DO 90 IV=1,5
8      VCIP(IV,IW)=XNMOD(IV,IW,3)*XUCIP(IV,IW)
9      90 CONTINUE
10     100 CONTINUE
11     RETURN
12     END

```

Figure I-33. Source Listing of Subprogram XMCIP of the
AFP Interpolation Module

I-39. **SUBPROGRAM ZERO.** Figure I-34 presents the source listing of subprogram ZERO of the Interpolation Module. ZERO initializes a real array to 0.0. Argument X is the address of the array to be zeroed, and argument N is the length of the array.

```

1      SUBROUTINE ZERO(X,N)
2      DIMENSION X(N)
3      DO 100 I=1,N
4      X(I)= 0.0
5      100 CONTINUE
6      RETURN
7      END

```

Figure I-34. Source Listing of Subprogram ZERO of the
AFP Interpolation Module

I-40. **SUBPROGRAM DMPMOD.** Figure I-35 presents the source listing of subprogram DMPMOD of the Interpolation Module. DMPMOD lists the contents of the array XNMOD() for postrun inspection. In theory, the derived net moduli of the intermediate division should lie "between" the net moduli of the baseline and target divisions.

```

1      SUBROUTINE DMPMOD
2      C      G.E. COOPER -- 3/6/84
3      C      COMMON/NEWVAL/XUCIP(5,60),XNMOD(5,60,3),PHI(60,3),VCIP(5,60)
4      C
5      DO 1000 IW=1,60
6      DO 900 ID=1,3
7      WRITE(6,1) ID,IW,PHI(IW,ID),(XNMOD(K,IW,ID),K=1,5)
8      900 CONTINUE
9      WRITE(6,2)
10     1000 CONTINUE
11     RETURN
12     1 FORMAT(' DIV=',I1,' WPN=',I2,' PHI=',F6.3,' NMOD=',5F8.3)
13     2 FORMAT(' ')
14     END

```

Figure I-35. Source Listing of Subprogram DMPMOD of the
AFP Interpolation Module

I-41. SUBPROGRAM NONDIV. Figure I-36 presents the source listing of subprogram NONDIV of the Interpolation Module. NONDIV reads a list of Blue nondivisional asset indices and sets elements of the local vector BNDW() accordingly. Values stored in BNDW() assure that only divisional assets are included in the computation of unmodulated and modulated COPs.

```

1      SUBROUTINE NONDIV
2      C      G.E. COOPER -- 4/11/84
3      C      DIMENSION NBNDX(60)
4      C      COMMON/NODIV/BNDW(60)
5      C      LOGICAL BNDW
6      C
7      DO 100 I=1,60
8      BNDW(I)=.FALSE.
9      100 CONTINUE
10     C
11     READ(5,1) NBNDIV,(NBNDX(I),I=1,NBNDIV)
12     1 FORMAT(' ')
13     C
14     DO 200 I=1,NBNDIV
15     BNDW(NBNDX(I))=.TRUE.
16     200 CONTINUE
17     C
18     RETURN
19     END

```

Figure I-36. Source Listing of Subprogram NONDIV of the
AFP Interpolation Module

I-42. MAP ELEMENT MAPDOFAX. Figure I-37 presents a listing of the MAP element for collection of the program elements of the Interpolation Module.

```

1      @MAP ,30DOFAX.INTERPO
2      IN 30DOFAX.DOFAX
3      IN 30DOFAX.CSCSS
4      IN 30DOFAX.DOPHI
5      IN 30DOFAX.FNVWTS
6      IN 30DOFAX.FS
7      IN 30DOFAX.FT
8      IN 30DOFAX.FU
9      IN 30DOFAX.FV
10     IN 30DOFAX.GETCAT
11     IN 30DOFAX.GETDAT
12     IN 30DOFAX.GETFAC
13     IN 30DOFAX.GETINV
14     IN 30DOFAX.GETROL
15     IN 30DOFAX.GTCATV
16     IN 30DOFAX.NETMOD
17     IN 30DOFAX.NEWCIP
18     IN 30DOFAX.NXMOD
19     IN 30DOFAX.OUTREX
20     IN 30DOFAX.OUTX
21     IN 30DOFAX.RECIP
22     IN 30DOFAX.USENAM
23     IN 30DOFAX.XMCIP
24     IN 30DOFAX.ZERO
25     IN 30DOFAX.DMPMOD
26     IN 30DOFAX.NONDIV
27     END

```

Figure I-37. Listing of the MAP Element for Collection of the Program Elements of the AFP Interpolation Module

APPENDIX J**KEY TO AFP OUTPUT REPORTS**

J-1. OVERVIEW. The AFP System consists of many processes: computer programs, runstream generators, runstreams, and input, intermediate, and output data. Among all processes and programs, AFP draws somewhat arbitrary distinctions between major and minor modules. This short appendix provides a key to many available input, intermediate, and results data reports. Figure J-1 provides the standard view of the AFP System as displayed in many other appendices of this document. In some cases, a "report" may not be more than a straightforward listing for record.

J-2. REPORT KEY. Table J-1 lists AFP report-like output and the locations of the principal corresponding descriptive material within this documentation. Many descriptions include material on the included data. Any one preprocessor may consist of more than one computer program.



**Table J-1. Key to AFP Output Record Copy and
Report Examples and Descriptions
(Page 1 of 2 pages)**

Record copy or report	Block # in Fig J-1	Related process	Location of descriptions and/or examples
Basedata	6-8	Combat preproc	Annex I to Appendix D Annex VIII to Appendix D
Weapon-on-weapon preferences	5	Combat preproc	Annex II to Appendix D
Range distribution	1	Combat preproc	Annex III to Appendix D
Casualty factors	3	Combat preproc	Annex IV to Appendix D
Participation factors and engagement characteristics	2	Combat preproc	Appendix V to Appendix D
SSPKs	4	Combat preproc	Annex VI to Appendix D
Allocation scoreboard	21	Combat preproc	Appendix D, paragraph D-4c
Killer/victim scoreboard	20	Combat preproc	Appendix D, paragraph D-4d
Quality assurance report (QAREP)	19	Combat	Appendix D, paragraph D-4e
CS/CSS input	9	CS/CSS preproc	Annex I to Appendix E
CS/CSS factors	10	CS/CSS preproc	Annex I to Appendix E Annex II to Appendix E, Figure E-II-9
Special CS/CSS module input	15	CS/CSS Module	Annex II to Appendix E, Figures E-II-2 to E-II-8
CS/CSS moduli	14	CS/CSS Module	Annex II to Appendix E, Figure E-II-10

**Table J-1. Key to AFP Output Record Copy and
Report Examples and Descriptions
(Page 2 of 2 pages)**

Record copy or report	Block # in Fig J-1	Related process	Location of descriptions and/or examples
Special Merge Module input (CVALS and FRACTS)	16	CBT/CS/ CSS Merge Module	Appendix F, Figures F-3 and F-4
Raw combat report	17	CBT/CS/ CSS/Merge Module	Appendix F, Figure F-5
Partial combat potentials	18	CBT/CS/ CSS/Merge Module	Appendix B, Figure B-7 Appendix F, Figure F-6
Final combat potentials	24	Rollup & Stats Module	Appendix B, Figure B-6 Appendix G, Figure G-3
Statistical reports	24	Rollup & Stats Module	Appendix G, Figures G-4 and G-5
Division comparison	25	Division Compare Reporter	Appendix H, Figure H-3
Interpolated final combat potentials	28	Interpo- lation Module	Appendix I, Figure I-3

APPENDIX K

KEY TO AFP RUNSTREAM GENERATORS

K-1. OVERVIEW. The AFP System consists of many processes: computer programs, runstream generators, runstreams, and input, intermediate, and output data. Among all processes and programs, AFP draws somewhat arbitrary distinctions between major and minor modules. This short appendix provides a key to the AFP Systems runstream generators. Figure K-1 provides the standard view of the AFP System as displayed in many other appendices of this document. Lines in Figure K-1 with names containing the string "SSG" refer to report generators written in the UNIVAC Symstream language.

K-2. RUNSTREAM GENERATOR KEY. Table K-1 lists AFP runstream generators and the locations of the principal corresponding descriptive material within this documentation. Most descriptions include not only material on the generators but also examples of generated runstreams. As noted in many of the descriptions, the generators must be regarded as generic in the sense use of the generators may require modification of more than the SGSs. For example, many of the generators contain embedded user IDs. In the past, it has been the practice to change such IDs globally via the UNIVAC system editor rather than to define and redefine SGSs.

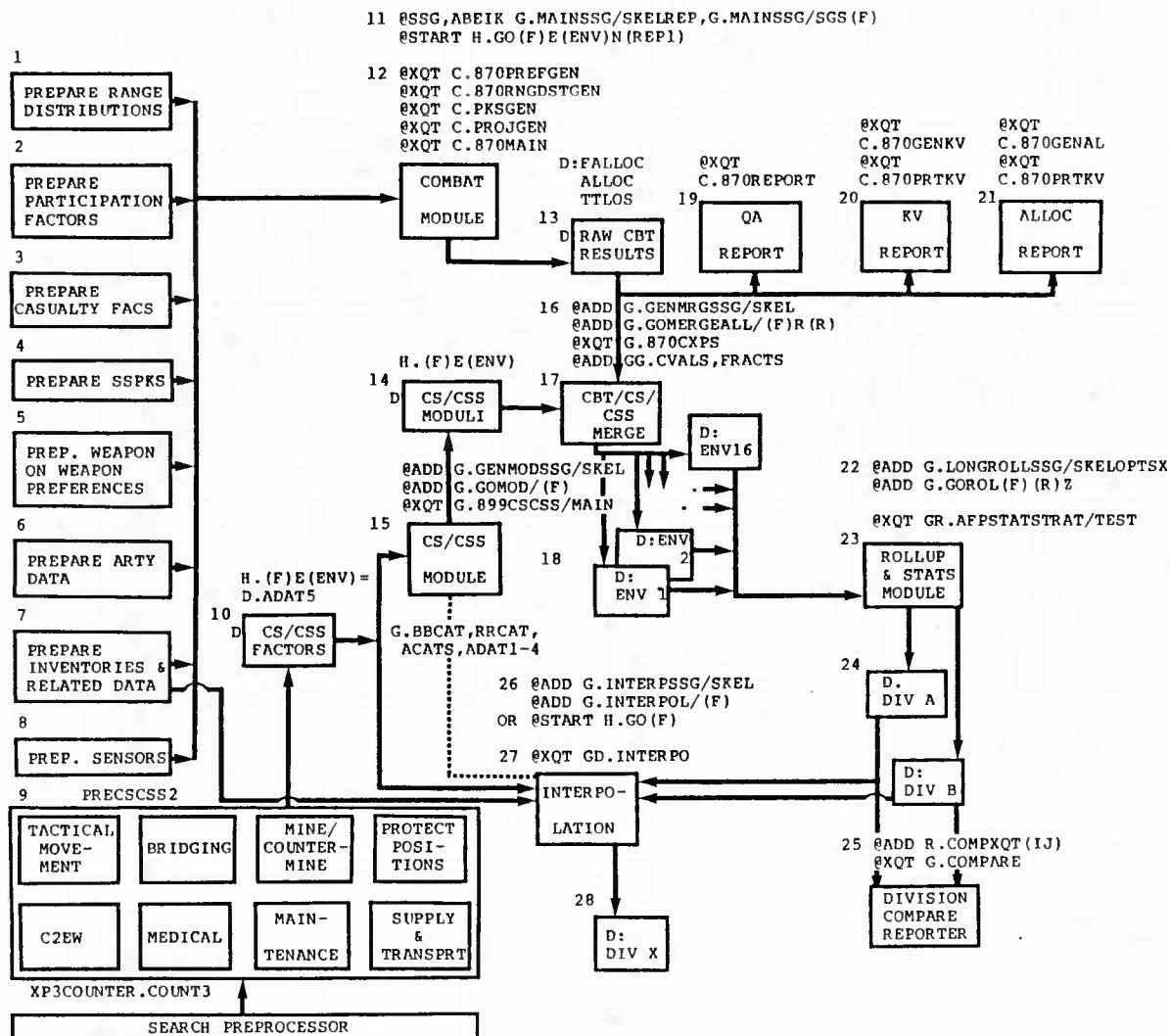


Figure K-1. The Relation Among Principal Data, Modules, Other Components, and Products of the Analysis of Force (AFP) System

**Table K-1. Key to AFP Runstream Generator
Descriptions and Examples**

Runstream	Block # in Fig K-1	Related process	Location of descriptions and/or examples
Prepare combat module input (many)	1-8	Combat preproc	Annexes I-VI to Appendix D
Prepare CS/CSS input	9	CS/CSS preproc	Annex I to Appendix E
GENMRGSSG/SKEL	16	CS/CSS	Annex II to Appendix E
MAINSSG/SKELREP MAINSSG/SGS	11	Combat Module	Appendix D, Paragraph D-4
GENMRGSSG/SKEL	16	CBT/CS/ CSS Merge Module	Appendix F, Paragraph F-4
LONGROLLSSG/SKELOPTSX data	22	Rollup & Stats Module	Appendix G, Section IV
Example only	25	Division Compare Reporter	Appendix H, Paragraph H-4
INTERPSSG/SKEL	26	Interpo- lation Module	Appendix I, Section IV

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GLOSSARY

Allocation. The term has two uses within AFP:

a. The AFP process of determining how many of each weapon type are to engage how many of each opposing weapon type. The process depends on input engagement preferences of weapon types for the opponent's weapon types and on the starting and surviving quantities of weapons. Allocation occurs at the beginning of each AFP day.

b. The AFP process of determining how many conflicts occur at each range and in each environment. (Current AFP practice is to limit each run of the AFP Combat Module to a single combat environment. Hence, allocation to environment is trivial.) This allocation process follows the one described above. In-between weapons are assigned to generalized duels at very close to the average odds generated by the first allocation process. The duels are distributed to ranges and environments. All the duels at the same range in a single environment comprise a conflict.

Assignments. For each combination of opposing types, the AFP Combat Module maintains a cumulative count of the numbers of times weapons are involved in the specific type-on-type conflicts. A weapon is counted as many times as it is assigned to conflicts. For example, a weapon that survives two conflicts and is killed in its third conflict involving the same type opponent is counted three times and contributes "3" to the tally of assignments in that type-on-type matchup. The tallies of assignments are usually reported only if Combat Module diagnostics are "turned on."

BAPD (Blue Attack Against Prepared Defense). One of the standard AFP combat postures. The Red to Blue division ratio in BAPD is 1:3.

CIP. See Combat Item Potential.

Class. Within AFP, if the word class appears alone, it usually refers to a weapon class. A weapon class is generic, e.g., the tank class, the rotary wing aircraft class. Weapons of a specific model belong to the same weapon type (see type).

Combat Item Potential (CIP). In strict terms, CIP refers only to those AFP measures of individual item combat potential that include results over all 16 combat environments with CS/CSS modulation. A CIP consists of five components: personnel, light armor, heavy armor, aircraft, and scalar. The scalar is a target-value-weighted sum of other components. The first four components may be produced with or without weighting by target values. If target value weighting is applied to the "personnel" component, that component then includes some weighted weapons, usually small arms, as well. The AFP system generates intermediate results in the same format as strictly defined CIPs. These intermediate values are usually referred to as "partial CIPs." The strictly defined CIPs, in these terms, are "final CIPs." A CIP is an estimate of a weapon's potential achievement during the

first half of its lifetime. The estimate of achievement is strictly relative to the context of the analysis, i.e., relative to the quantities and qualities of friendly and opposing weapons in the specified combat environments at specified environmental weights.

Combat Item Score. For a type item, the product of that item's CIP, and the starting number of that item in a division.

Combat Organization Potential (COP). The sum of all the combat item scores of a division. In accord with the convention described for Combat Item Potentials (CIPs), COP refers to division potential weighted across all 16 combat environments and with CS/CSS modulation. Similarly, the distinction between partial and final COPs is made.

Combined Preference and Participation Factor. For indirect fire weapons, a single factor which is the product of the preference and participation factors separately input and defined for direct fire weapons. (See Preference Factor and Participation Factor.)

Conflict. A collection of pure type-on-type direct fire duels at a specific range and environment. Only one weapon type from each side participates in the duels of a conflict. In current AFP practice, an AFP conflict lasts 2.01 minutes. There are four successive conflicts in an AFP day. The survivors of one conflict may participate in the succeeding conflict on the same day. Weapons cannot enter another kind of conflict on an AFP day. That is, once assigned to an opposing type weapon, range, and environment, a weapon (as long as it survives) spends the day so engaged in all conflicts. The logical structure of the AFP Combat Module is such that it loops over all the duels in a conflict for the same shot cycle (see Shot Cycle) before proceeding to the next shot cycle for all those same duels.

Conflict Duration. Current AFP practice is for all conflicts (and, hence, duels) to last 2.01 minutes. The 0.01 minute is to avoid possible ambiguity with weapons with refire times that might fall exactly on the 2-minute mark. Direct fire may cease in less than 2.01 minutes if a weapon's targets are depleted. However, the "duel" continues in order that survivors of the direct fire exchanges remain liable to attrition from continuing indirect fire.

COP. See Combat Organization Potential.

Counterbattery Fire. The AFP Combat Module makes a distinction between two roles of indirect fire weapons. Indirect fire against ordinary direct fire weapons is treated as an add-on to the otherwise pure direct fire type-on-type engagements, conflicts, and duels. In those cases, the indirect fire weapons may inflict damage, but they do not receive fire from the direct fire weapons or from other indirect fire weapons. Indirect fire weapons can only suffer attrition when they, too, are treated as direct fire weapons. Counterbattery fire, just in AFP terms, is represented as direct fire engagements, conflicts, and duels between indirect fire weapons. The main difference here is that the indirect fire weapons are not subject to

direct fire detection logic. Counterbattery fire logic is complicated inasmuch as the other indirect fire weapons assigned to fire at direct fire weapons may also fire at those counterbattery weapons treated as direct fire weapons.

CS/CSS Modulation. The process performed by the CBT/CS/CSS Merge Module by which the CS/CSS moduli generated by the CS/CSS Module is applied to or merged with results of the Combat Module. The results of type-on-type engagements represented by the Combat Module are multiplied, after the fact, by moduli corresponding to the specific type-on-type matchups.

CS/CSS Moduli. Multipliers produced by the AFP CS/CSS Module for application to results of the AFP Combat Module. The moduli reflect weapon-type-on-weapon-type adjustment factors reflecting independent analyses of opposing divisions' combat support and combat service support functions. In current AFP practice involving up to 60 friendly and up to 60 opposing weapon types, the CS/CSS Module generates 7,200 moduli, many of which possess identical values.

Day. In AFP terms, an abstraction consisting of a given number of successive conflicts. In current AFP practice, a day consists of four conflicts, and a Combat Module run consists of 2 days. The allocations of initial or surviving weapons occur at the beginning of AFP days.

Deep Range. In current AFP practice, the farthest of the six ranges represented in direct fire engagements within the AFP Combat Module are reserved for targets of indirect fire. Equipment in the deep range may include that belonging to headquarters and command posts, moving forward, or remaining in reserve.

Detection. The process by which a potential direct fire shooter determines a target. The detection routines in the AFP Combat Module were adapted from the CARMONETTE versions and apply logic developed at the Night Vision Laboratory and Combined Arms Center. A weapon not credited with detecting a target by the referenced detection routines may return fire after a specified number of shots have been fired by its opponent(s). Indirect fire weapons are assumed to have been assigned targets prior to the first conflicts represented within the AFP Combat Module.

Detection Time. The term, as used within AFP, is partly a misnomer. The Combat Module's detection routines return a "detection time," which may be very large to indicate nondetection. A first shot is fired by a direct fire weapon when its so-called detection time has elapsed. Hence, detection time is time to first shot in the special world of AFP. Furthermore, AFP does not represent the flight time of projectiles. Hence, detection time is also the time to first round impact to first impact from the beginning of the detection sequence.

Direct Fire. Most direct fire represented within the AFP Combat Module conforms to the usual notion of fire along line of sight. However, AFP applies its direct fire logic (less detection) to indirect, counterbattery fire.

Duel. The smallest weapon-on-weapon interaction represented within the AFP Combat Module is a duel. However, AFP generalizes the dictionary one-on-one definition of a duel to include one-on-N, where N can be one or more. In all AFP duels, at least one side possesses just one weapon in a duel. The sides in a duel are separated by a fixed range. A weapon within a duel may only fire upon its opponent in that same duel.

Engagement. In the hierarchy of combat interaction, AFP uses the term engagement to mean the interactions between direct fire weapons of a single type on each side. One result of the AFP allocation process of the first kind is to decompose the inventories of both sides into engagements. For example, one engagement may consist of m of M total DRAGONS versus n of N total T-62 tanks. The AFP allocation process of the second kind distributes the m-on-n engagement into duels, distributes the duels by range and environment (only one environment in current AFP practice), and then groups all duels at the same range and environment into a conflict. (See also Duel and Conflict.) In principle, opposing inventories of 60 different weapon types on each side may be composed into $60 \times 60 = 3,600$ engagements which may be distributed into many thousand of duels and then regrouped into smaller numbers of conflicts.

Environment (often prefixed as combat environment). The condition under which a conflict within the AFP Combat Module is assumed to occur. In current AFP practice, all conflicts within a single Combat Module run occur under the same combat environment. In principle, the Combat Module permits multiple environments within a single run; however, other AFP modules cannot correctly process the results of multienvironment Combat Module runs. Combat environment combines three features:

- a. Posture (currently four: Red Attack against Prepared Defense (RAPD), STATIC, Red Attack against DELaying defense (RADE), and Blue Attack against Prepared Defense (BAPD).
- b. Visibility (currently two: clear and degraded).
- c. Brightness (currently two: day and night).

Combinations of these features yields $4 \times 2 \times 2 = 16$ distinct combat environments. All 16 environments are included in standard AFP application.

Environmental Site. The logic of the AFP Combat Module permits combat to be represented for different combat environments at different sites. Indeed, the representation of different environments within a single Combat Module run requires different sites. Although input to the Combat Module permit designation of multiple sites, current AFP practice is to represent only one environment and only one site per run. Exercise of the multisite, multienvironment option in the Combat Module is discouraged because other AFP System modules do not include the same option.

External Loss. If nonzero external loss factors are input to the AFP Combat Module, the corresponding fractions of otherwise available weapons

will be debited at the beginning of each AFP day. "External" loss factors provide a way to degrade weapon availabilities as a result of causes "external" to the AFP Combat Module.

Fractional Lifetime. AFP indices of combat potential are estimates of the potential achievements of weapons or organizations at some specified fractional loss of many types of weapons. In current AFP practice, that fraction is set to one-half. Hence, for those weapons subject to fractional lifetime criterion, AFP potentials are "half-life" potentials.

Half-life Potential. See Fractional Lifetime.

Indirect Fire. Indirect fire within the AFP Combat Module very nearly conforms to the usual notion of area fire on direct fire and weaponless targets. AFP introduces a special wrinkle by permitting indirect fire to fall on the special AFP counterbattery versions of direct fire engagements.

Interpolation. AFP interpolation is a special process performed by the AFP Interpolation Module. As currently implemented, interpolation permits Blue CIPs and COPs to be estimated for divisions with inventories "between" base and target divisions whose final combat potentials are already known. Interpolation is of the order of 100 times as fast as application of the full AFP process. Among other things, the "between" inventory must not include any weapon type not belonging to the base or target division.

Modulated. Term applied to components of combat potentials indicating that CS/CSS moduli have been applied. (See CS/CSS moduli.)

Odds Class. A result of the AFP Combat Module's allocation process of the first kind is the distribution of weapon types against opposing weapon types. If M weapons of a type are allocated against N weapons of an opposing type, the overall weapon ratio is $M:N$. The Combat Module decomposes the $M:N$ into AFP duels (always only one of at least one weapon type in each duel) at odds of $q:1$ and $(q+1):1$. The odds classes of the duels are $q:1$ and $(q+1):1$. There are never more than two odds classes. There may be a single odds class. Note that the effect is to produce one or two odds classes as close as possible to the average odds $M:N$ given that each duel include no more than one of the weapon types.

Participation. The AFP Combat Module accepts participation factors among its input. Such factors should lie on the closed interval 0.0 to 1.0. The factors provide a way for the Combat Module to withhold some otherwise available weapons on each AFP day. Weapons may fail to participate for any of many reasons not represented in the Combat Module. Unlike external losses, nonparticipating weapons are not considered permanent losses.

Preference. Perhaps the most novel notion applied within AFP is that of weapon engagement preferences. Every weapon type has a preference for engaging each of the opposing weapon types. A preference factor must lie on the interval 0.0 to 1.0. For any one weapon type, the sum of its preference factors for all opposing weapon types must never exceed 1.0. Preferences apply only to direct fire weapons. Inasmuch as AFP represents

counterbattery fire as special direct fire, indirect fire weapons may have nonzero preference factors for one another; and those factors for any one weapon may sum to less than 1.0 permitting the remaining weapons of the type to engage in ordinary indirect fire. A zero preference need not prevent a weapon from engaging an opposing type if the opposing weapon has a nonzero preference for the weapon in question. Indeed, AFP modifies opposing preferences by adjusting them one-half the way toward their common mean. Preferences are applied within the AFP allocation process of the first kind. Final allocation depends not only on the modified preference factors but also on the opposing inventories. Weapons will not be allocated against preferred weapons that do not exist.

RADE (Red Attack against DELaying defense). One of the standard AFP postures. The Red to Blue division ratio in RADE is 4:1.

Range. The AFP Combat Module distributes direct fire duels over six ranges. In current AFP practice, the standard ranges are at 250, 500, 1,000, 1,500, 2,500 meters, and at "deep" range.

Range Distribution. AFP Combat Module input include range distributions for opposing pairs of weapon types. A fraction is specified for each of the six AFP ranges. The fractions across the six ranges should total 1.0. Duels are distributed in accord with the input fractions. Only whole duels are distributed. One consequence of distributing only whole duels is that fewer than six duels cannot possibly "occupy" all six ranges. The first duel is assigned to the range with the highest fraction. The next duel is assigned to the next highest fraction. The range distribution is performed for each odds class (never more than two odds classes) independently.

RAPD (Red Attach against Prepared Defense). One of the standard AFP combat postures. The Red to Blue division ratio in RAPD is 3:1.

Refire Time. The mean refire times of weapons are specified by input to the AFP Combat Module. Indirect weapon refire is not considered subject to randomness. Direct fire weapons are assumed to possess refire times lognormally distributed with the input means and with standard deviations equal to the means.

Score. See Combat Item Score.

Shot Cycle. The AFP Combat Module does not "keep time" in the sense of usual combat models or simulations. Within the Combat Module before a duel begins, the Module calculates how many shots would be fired within the allotted time given the numbers of weapons and their refire times. When a duel begins, the Combat Module counts shots instead of time. In general, the underlying time increments from shot cycle to shot cycle will be unequal. The inequality may arise because opposing sides may be firing weapons with different refire times and because refire times are drawn as lognormally distributed variates.

Stage. See Shot Cycle. For most purposes, an AFP stage may be considered a synonym for an AFP shot cycle. However, a subtle distinction can be

drawn. The AFP Combat Module loops over all the duels of a conflict for the same shot cycle in each duel before processing the next shot cycle in any duel. In these terms, a shot cycle appears to be a feature of a duel, and a stage appears as the collection of the same shot cycle across duels.

STATIC. One of the standard AFP combat postures. The Red to Blue division ratio in STATIC is 1:1.

Supertroop. This possibly misleading term has nothing to do with the quality of troops. AFP adopted the term to represent aggregation of weapons, usually small arms. Representation of individual small arms had led to prohibitively long Combat Module execution times. Experiments with riflemen treated as groups of 10 were successful. Such grouping came to be known as "supertrooping," and the term stuck. In all cases to date, supertrooping has been by 10s. Note that SSPks need not be adjusted when supertrooped weapons face supertrooped weapons. However, SSPks must be modified when supertrooped weapons face nonsupertrooped opponents. The appropriate PCAS entry for a 10-fold supertrooped weapon should be 10 times the nonsupertrooped value.

Surge. As used with AFP, the word surge refers to changes in casualty levels with posture. The medical combat service support measure within the AFP CS/CSS Module depends, in part, on casualty rate. With the STATIC posture considered a base case with "surge factor" of 1.0, surge factors for others' postures are determined by taking the ratio an opposing division's personnel combat potential component per opponent's division to the corresponding potential component in STATIC posture. For example, a Blue RAPD surge factor would be given by:

RAPD Blue Surge =


$((\text{RAPD Red Personnel Potential}) * 3) / ((\text{STATIC Red Personnel Potential}) * 1)$

(The factor "3" in the numerator is there because the Red to Blue division ratio in RAPD posture is 3:1. Hence, the potential of each of three Red divisions may be inflicted against the single Blue division. The factor "1" in the denominator is there because the division ratio in STATIC posture is 1:1.)

Survivor Reallocation. If survivors remain after a conflict ends, and if the day's maximum number of conflicts have not been reached, the survivors are regrouped into duels, and the next conflict is processed. The new duels are against the same opposing weapon type and at the same range.

Type. If the word type is used alone within AFP, it usually refers to a weapon type. The fundamental direct fire interaction represented within the AFP Combat Module is between two opposing weapon types. In AFP terms, M60A1 and M60A3 tanks are different weapon types. (Tanks of different types belong to a weapon "class." (See class.)

Unmodulated. Term applied to components of combat potentials indicating that CS/CSS moduli have not been applied. See CS/CSS Moduli.

	ANALYSIS OF FORCE POTENTIAL SYSTEM (AFPSYS)	STUDY SUMMARY CAA-D-84-14
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THE REASON FOR PERFORMING THE STUDY is primarily widespread dissatisfaction with previous combat potential estimation methods that do not give enough attention to influences noted below in the study objectives.

THE PRINCIPAL FINDINGS during AFP System development and implementation and as evidenced by illustrative examples in the Operator's and Programmer's Guide to the AFP System and by the parallel MICAF Study application are:

- (1) All modules, submodules, and special processors of the AFP System for estimating the static combat potential of equipment and organizations have been tested and perform as designed.
- (2) AFP estimates of static combat potentials depend on input to the AFP System and are sensitive to opposing sides' weapon characteristics, weapon quantities, type-on-type engagement preferences, environmental conditions, and combat support and combat service support levels.
- (3) Full application of the AFP System is labor, data, and computer intensive.

THE MAIN ASSUMPTIONS for purposes of estimating static combat potentials:

- (1) The large-scale battlefield may be decomposed into separate firepower-counterfirepower, combat support, and combat service support processes. These processes may be analyzed largely independently. Their separate results may be combined afterward to yield estimates of combat potentials.
- (2) Total division firepower-counterfirepower processes may be decomposed into pure weapon type on pure weapon type engagements. The engagements may be further decomposed into still smaller matchups in which at least one weapon opposes one or more weapons. Only indirect, area fire weapons may impinge on the interaction of otherwise pure type-on-type "duels." The usual techniques of dynamic modeling and simulation need not be applied except to the independent duels of relatively short duration.
- (3) Movement and maneuver need not be represented within the firepower-counterfirepower process. Tactical mobility may be treated adequately within the combat support and combat service support processes. Duels are distributed to fixed ranges.

THE PRINCIPAL LIMITATIONS

- (1) Like all static indicators, AFP combat potentials may be inappropriate bases for estimating prolonged, fluid combat.

(2) Because AFP combat potentials depend on weighted averages for 16 distinct combat environments, the potentials may not be useful estimators for differently weighted or different environments. For example, interest in just one of the combat environments implies a vastly different weighting: just one 1.0 and 15 0.0's.

(3) AFP combat potentials are estimates of achievement for the very special circumstance in which one's own weapons are 50 percent attrited. (This is why AFP combat potentials are often called "half-life potentials.") In general, the potentials do not correspond to any one common moment in projected real time because different weapon types do not reach 50 percent survival at the same instant.

(4) In its current implementation, the AFP System does not represent suppression nor the effects of echelons above division (other than some nondivisional artillery and some fixed wing aircraft).

THE SCOPE OF THE STUDY included development and implementation of the AFP System and parallel support of the MICAF Study. The Operator's and Programmer's Guide to the AFP System provides a wealth of information needed in maintaining and applying the AFP System. Some applications of the AFP System have been made in support of other studies. In particular, the MICAF I and II Studies depended heavily on AFP, and AFP "results" may be found in the MICAF I and II reports.

THE STUDY OBJECTIVES are to develop and demonstrate (via the parallel MICAF application study) a new method for estimating the static combat potential of equipment and organizations. That method is to depend more directly on quantitative data, full division inventories of opposing equipment, combat support, combat service support, and wider range of combat environments than in previous approaches.

THE BASIC APPROACH of AFP is to begin with a highly stylized abstraction of the battlefield, decompose the battlefield into separate processes, provide extensive input data to drive those processes, and then operate a system of specially developed computer programs which replicate estimates of kills and losses for 16 different combat environments, project those estimates to half-lives, modify the estimates in accord with support levels, and roll up everything into final estimates of combat potential.

THE STUDY SPONSOR is the Director, CAA.

THE STUDY EFFORT was directed by Mr. Gerald E. Cooper, Strategy, Concepts and Plans Directorate. All directorates contributed.

COMMENTS AND QUESTIONS may be directed to US Army Concepts Analysis Agency, ATTN: Assistant Director for Requirements and Resources, 8120 Woodmont Avenue, Bethesda, MD 20814-2797

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